

CSE 1325-001

Practice Exam 1

Practice A

ID:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Multiple Choices (50 points total / 2 points each)

1. What is a vector?
2. an array of data
3. a list of data
4. a data function
5. another type of variable
6. What do you include to use vectors?
7. #include <vectorlist>
8. #include <vector>
9. #include <VectorList>
10. #include <Vector>
11. How do vectors behave?
12. They are the same thing as arrays. They are just declared differently.
13. They are like arrays, but different. You do not have to define the size.
14. They are like arrays. You also have to define the size.
15. They are totally different from arrays. They do store data in a special way.
16. Which is the correct way to declare a vector of integers named numbers?
17. vector<int> numbers;
18. vector<Integer> numbers;
19. vector<int> = numbers;
20. vector<Integer> = numbers;
21. What is the correct function to add the string “Harry” to the end of string vector names?
22. names.push\_in(“Harry”);
23. names.push(“Harry”);
24. names.add(“Harry”);
25. names.push\_back(“Harry”);
26. What do you include in the header when you write a program to read file input and write file output?
27. #include <filestream>
28. #include <fstream>
29. #include <iofstream>
30. #include <inputoutputfilestream>
31. What would be the output of the following code?

cout << setprecision(5) << 1234.56789 << '\t' << fixed << 1234.56789 << '\t' << scientific << 1234.56789 << '\n';

1. 1234.57 1234.567890 1.234568e+03
2. 1234.6 1234.56789 1.23457e+03
3. 1234.5679 1234.56789000 1.23456789e+03
4. None of the above
5. What is (or are) the main concept(s) of object-oriented programming?
6. Encapsulation
7. Inheritance
8. Polymorphism
9. All of the above
10. What is the book definition of encapsulation?
11. protecting something meant to be private (such as implementation details) from unauthorized access
12. the action of enclosing something in or as if in a capsule
13. allows us to make things in our program private to where other programs can not change them
14. all of the above
15. What is the book definition of class?
16. a template encapsulating data and code that manipulates it
17. a user defined type that may contain data members, function members, and member types
18. both
19. none of the above
20. What is a method?
21. a certain way a function is operated
22. block of memory associated with a symbolic name that contains an object or a primitive data value
23. a certain way a program is processed
24. a function that manipulates data in a class
25. What is an instance?
26. an encapsulated bundle of code
27. the moment the bundle of code is executed
28. the moment the program is reading the bundle of code block of memory associated with a symbolic name that contains an object or a primitive data value
29. block of memory associated with a symbolic name that contains an object or a primitive data value
30. What is an object?
31. an encapsulated bundle of code
32. a block of data
33. instance of a class containing a set of encapsulated data and associated methods
34. block of memory associated with a symbolic name that contains an object or a primitive data value
35. What is a variable?
36. a piece of data that can be use as any variable
37. a symbol that modifies an object, or generates a new object from other objects
38. instance of a class containing a set of encapsulated data and associated methods
39. block of memory associated with a symbolic name that contains an object or a primitive data value
40. What is an operator?
41. a symbol that modifies an object, or generates a new object from other objects
42. a header definition
43. a text manipulator
44. instance of a class containing a set of encapsulated data and associated methods
45. What is a class consist of?
46. data
47. code
48. both
49. none of the above
50. Methods can be written
51. inside the class
52. outside the class
53. both
54. none of the above
55. What are the basic types of classes?
56. Enumerations (Enum), Structure (Struct), Method
57. Structure (Struct), Class, Method
58. Enumerations (Enum), Structure (Struct), Class
59. None of the above
60. A structure is **primarily** used for
61. supporting the header of a program
62. data structures where members can take any value
63. set of type and variable name declarations
64. none of the above
65. A structure is basically a
66. set of type and variable name declarations
67. support header for a program
68. data structure where members can take any value
69. all of the above
70. Why do we need Classes?
71. Everything in a struct is publicly accessible.
72. Variables can be accessed and changed at will
73. Functions can be called at will
74. Even by other programs sometimes
75. All of the above
76. Which is the default?
77. Public
78. Private
79. Depends how it is declared in the header
80. There is no default, it must be declared each time
81. What does public mean in a class?
82. Anyone can see it
83. Anyone can access and change our variable
84. It is not encrypted
85. None of the above
86. What does private mean in a class?
87. Outside people can’t change it
88. It is encrypted
89. Both
90. None of the above
91. UML can
92. specify a system so that code can be generated
93. specify a system to enhance team communication
94. visually represent a system to enhance understanding
95. all of the above
96. In UML
97. + means public and – means private
98. + means private and + means public
99. + means add and – means subtract
100. None of the above

Free Response (50 points total)

1. Write a class using C++ code that represents the UML displayed below: (25 points)

(Don’t need to write a main program)



1. Write a C++ program that will read a file called “numbers.txt” and print out the average and sum to a file called “results.txt”: (25 points)