CSC 111 - FALL 2016

FINAL EXAMINATION

UNIVERSITY OF VICTORIA December 5, 2016

Student Name:			
Student Number:	·	,	
Signature:			

Course Number	CSC 111		
Course Name	Fundamentals of Programming		
	with Engineerin	g Applications	
Section	A01	. A02	
CRN	10760	10761	
Instructor	H. A. Müller	B. Bird	
Duration	3 hours		

- 1. This examination contains 21 questions on 14 pages, including this cover page. Please verify that your copy has all pages and notify the invigilator immediately if any pages are missing.
- 2. You have 3 hours to complete this exam.
- 3. Write all of your answers on this examination paper.
- 4. This exam is worth a total of 70 marks. The mark value of each question is given in square brackets at the beginning of the question.
- 5. No books, notes, calculators, phones, computers, smart watches or other electronic devices are permitted.
- 6. In multiple choice questions, clearly mark exactly one choice with an X.
- 7. You may not leave the examination until 20:30 (8:30pm), to allow your fellow students 90 minutes without interruptions.
- 8. If you have any backpacks or bags, leave them at the front of the room. The only items that should be at your desk are pens, pencils, the examination paper, your student ID card and possibly a snack/drink.
- 9. Place your student ID card face up on your desk.
- 10. Turn in your completed exam at the front of the room as you leave.

1. [2 marks] What is the output of the syntactically correct C program below? #include <stdio.h> #include <stdlib.h> int main(void) { int k = 25; while (k < 50) { if (k%7 == 0) printf("%d ", k); k = k + 3;} /* while */ printf("\n"); return EXIT_SUCCESS; 10 }/* main */ Answer: 2. [1 mark] Which of the following statements correctly initializes a pointer p to point to newly-allocated storage for 60 floating point values? float p = (float)sizeof(float*)*malloc(60); float* p = (float)malloc(sizeof(float*)*60); float* p = (float*)malloc(60)*sizeof(float); float* p = (float*)malloc(sizeof(float)*60); 3. [1 mark] Which of the following statements is correct? Nodes can be inserted at any point in a doubly linked list Doubly linked lists can only be traversed in one direction Linear search is always faster on doubly linked lists Nodes cannot be removed from singly linked lists

4. [3 marks] What is the output of the syntactically correct C program below?

```
#include <stdio.h>
  #include <stdlib.h>
  #include <string.h>
   int main(void){
      char s1[] = "Programming is cool";
      int len = strlen(s1);
     int k = len - 1;
     printf("\nWisdom = %s %d\n", s1, len);
     while (k \ge 0) {
      printf("%c", s1[k]);
10
        k--;
11
     }/* while */
12
     printf(" = Wisdom %d\n", k);
     return EXIT_SUCCESS;
15 }/* main */
```

5. [2 marks] What is the output of the syntactically correct C program below?

```
#include <stdio.h>
#include <stdib.h>

void magic_wand(int* c, int d) {
    d = d + 6;
    *c = (*c)*2 - d;
    printf ("%d %d ", *c, d);

/* magic_wand */

int main(void) {
    int x = 12, y = 9;
    magic_wand(&x, y);
    printf("%d %d\n", x, y);
    printf("%d %d\n", x, y);
    return EXIT_SUCCESS;
}/* main */
```

Answer:

6. [3 marks]	Consider the partially writ	tten syntactica	ally correct C code	below.
	<stdio.h> <stdlib.h></stdlib.h></stdio.h>		,	
double a	rray_min_value(double	A[], int ler	ngth){	
int main double print double print double print	le A1[] = {3.14, 15.9, tf("Min. element in A1 le A2[] = {1.06, 1.16, tf("Min. element in A2 le A3[] = {3.71, 22.5, tf("Min. element in A3 rn EXIT_SUCCESS;	: %.2f\n", a 1.11}; : %.2f\n", a 2.30, 2.26]	array_min_value(A2, 3));
an array A	ace above, write the definite containing length values ar code is correct, the main	and returns t	he minimum value	stored in the array.
Min. eler	ment in A1: 2.65 . ment in A2: 1.06 ment in A3: 2.26			
	Consider the assignment sta ations for the array A woul			
int	A[10,9,7];		int A[9][8][6]	[141];
int	A[15][4][2];		int A[12][10][[100];

8.	[4 marks] Consider the partially written syntactically correct C code below.				
	#include <stdio.h> #include <stdlib.h></stdlib.h></stdio.h>				
	#define MATRIX_SIZE 5 typedef double Matrix[MATRIX_SIZE][MATRIX_SIZE];				
	void copy_matrix(Matrix source, Matrix destination, int num_rows, int num_cols)				
	/* copy_matrix */				
	In the space above, write a syntactically correct definition of the copy_matrix function, which copies the contents of the matrix source (with num_rows rows and num_cols columns) into the matrix destination.				
9.	1 mark] Which of the following statements is correct?				
	An array groups elements of the same data type while a struct can group elements of varying types.				
	There is no limit on the size of a struct, but arrays can have at most 65,536 elements.				
	Arrays store only integers while structs store integer and string values				
	A struct groups elements of the same data type while an array groups elements of different data types.				

10. [4 marks] Consider the partially written syntactically correct C code below.

```
#include <stdio.h>
#include <stdlib.h>
#define MATRIX_SIZE 5
typedef double Matrix[MATRIX_SIZE][MATRIX_SIZE];
int count_nonzero(Matrix M, int num_rows, int num_cols){
```

```
} /* count_nonzero */

int main(){
    int result;
    Matrix M1 = { {2, 0}, {1, 3} };
    Matrix M2 = { {1, 2, 3}, {0, 0, 0}, {106, 111, -116}, {2016, 5, 12} };
    Matrix M3 = { {3, 0, 14}, {15, 0, 9}, {0, 2, 6}, {53, 5, 0} };
    result = count_nonzero(M1, 2, 2);
    printf("First result: %d\n", result);
    result = count_nonzero(M2, 4, 3);
    printf("Second result: %d\n", result);
    result = count_nonzero(M3, 4, 3);
    printf("Third result: %d\n", result);
    return EXIT_SUCCESS;
} /*main*/
```

In the space above, write the definition of the count_nonzero function, which takes a Matrix M with dimensions num_rows × num_cols and returns the number of elements of M which are not equal to zero. When your code is correct, the main() function above will produce the following output.

Output:

First result: 3
Second result: 9
Third result: 8

11. [4 marks] Consider the partially written syntactically correct C code below.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

void shift_string_right(char s[]){
```

```
} /* shift_string_right */
int main(){
    char s1[] = "earth";
    char s2[] = "electives";
    printf("First example: %s ", s1);
    shift_string_right(s1);
    printf("%s\n", s1);

    printf("Second example: %s ", s2);
    shift_string_right(s2);
    printf("%s\n", s2);
    return EXIT_SUCCESS;
} /* main */
```

In the space above, write the definition of the shift_string_right function, which takes a null-terminated C string and shifts each character one position to the right. The character at the end of the string is moved to the empty space created at the beginning. You may want to use one or more of the functions in string.h in your solution (documented in the reference sheet at the end of this exam). When your code is correct, the main() function above will produce the following output.

First example: earth heart Second example: electives selective

ypedef str							
int year int mont							
int day;				•			
} Date;		·			· · · · · · · · · · · · · · · · · · ·		
	In the space signature give.						
Date exam_	date(){						
ordin_	uuoo () [
	. •						
					.*		
	·					· · · · · ·	
the function	In the space signature gi	ven) which	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m	signature gi onth and day	ven) which	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0	signature gi onth and day	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0 void exam_	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0 roid exam_	signature gionth and day 5").	ven) which contains	ch takes	a pointe	er to a Da	ate struct	and print
the function the year, m "2016/12/0 roid exam_	signature gi onth and day 5"). date(Date* c	ven) which contains	ch takes ed inside,	a pointe	er to a De	ate struct t "year/m	and print onth/day"
the function the year, me "2016/12/0" would exam_	signature gionth and day 5"). date(Date* continued in the following state)	ven) which contains	ch takes ed inside,	a pointe	er to a De	ate struct t "year/m	and print onth/day"
the function the year, m "2016/12/0 void exam_	signature gi onth and day 5"). date(Date* c	ven) which contains	ch takes ed inside,	a pointe using to	er to a De	ate struct t "year/m	and print onth/day"

14. [6 marks] Consider the text file desserts.txt below. You may assume that there are no extra spaces at the beginning or end of each line of the file.

desserts.txt

```
Nanaimo Bar
Creme Brulee
Gelato
Tiramisu
Pumpkin Pie
Cheesecake
Apple Crisp
```

What is the output of the syntactically correct C program below?

```
#include <stdio.h>
   #include <stdlib.h>
   #include <string.h>
   #define FILENAME ("desserts.txt")
   #define MAX_LINE 100
   int main(void){
      FILE* ifp = fopen(FILENAME, "r");
      if (ifp == NULL){
        fprintf(stderr, "Unable to open input file.\n");
        return EXIT_FAILURE;
12
13
      int k = 0;
14
      char line[MAX_LINE];
15
      while(fgets(line, MAX_LINE, ifp) != NULL){
16
        line[k+3] = '\0';
         if (k\%6 != 5)
           printf("%s\n", line);
        k++;
20
21
      return EXIT_SUCCESS;
   }/* main */
```

15. [9 marks] Consider the syntactically correct C declarations below. Assume that the standard library header stdbool.h has been included.

```
int p = 12;
int q = 2016;
int* r = &q;
int* s = &p;
int** t = &s;
int** u = &r;
int Y[] = {17, 13, 12, 6};
bool Z[] = {true, false, false, true};
```

Give the results of the following syntactically correct C expressions, assuming the declarations above. Assume that the parts of the question are independent (and the result of one part does not affect the other parts).

a) &p == r	
b) u != &s	
c) !(*r == 12)	
d) *s <= **t	
e) r != *u	
f) (Y[0] != Y[1]) && (Y[2] == **t)	
g) !((Y[1] <= Y[2]) && Z[0] && Z[1])	
h) (Z[0] Z[1]) && (Z[2] Z[3])	
i) (*s <= Y[0]) && !(*s <= Y[3])	

```
16. [3 marks] What is the output of the syntactically correct C program below?
      #include <stdio.h>
      #include <stdlib.h>
      void mystery(char a[], char b[], int len) {
         int i = 0;
         while (i < len/2) {
           a[i+len/2] = a[i];
           a[i] = b[len/2+i];
            i++;
  10
     int main(void){
  11
        char s1[] = "ballot";
  12
        char s2[] = "gopher";
        printf("%s %s ", s1, s2);
        mystery(s1, s2, 6);
  15
        printf("%s", s1);
  16
        return EXIT_SUCCESS;
      }/* main */
      Answer:
17. [4 marks] For each of the questions below, mark the appropriate box for true or false.
               FALSE
                       A single C array may contain elements with multiple types.
                       The total number of elements of an array in C must always be
                       more than the number of dimensions.
                       The '\0' character must appear after the last character in a
                       proper C string.
                       Arrays in C can have at most 3 dimensions.
18. [1 mark] Which of the following syntactically correct C expressions generates a random
     value between 111 and 116 (inclusive)?
            rand()\%(116 - 111) - 1
                                                       111 + rand()%(116-111+1)
```

rand()%116 - 111

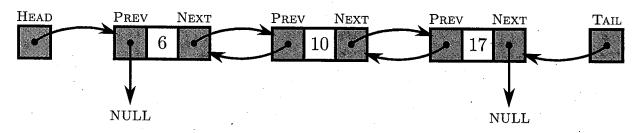
111 + rand()%(116-111) - 1

19.	• [6 marks] In the space below, write a syntactically correct C program which opens to file "input.txt" for reading, opens the file "output.txt" for writing, copies the enticontents of the input file into the output file, then closes both files. Your code is not required to handle any error cases, including cases where the input file does not exist where there is insufficient disk space to store the output file. You may want to consult to C standard library reference sheet at the end of the exam for a list of file I/O function			
	<pre>#include <stdio.h> #include <stdlib.h> #include <string.h></string.h></stdlib.h></stdio.h></pre>			
	<pre>#define INPUT_FILE ("input.txt") #define OUTPUT_FILE ("output.txt")</pre>			
	<pre>int main(){</pre>			
20.	<pre>} /* main */ [1 mark] The C preprocessor Translates C code to object code</pre>	Checks for semantic errors		
	Processes #include and #define directives	Builds an application or executable from object code		

21. Consider the syntactically correct C type definitions and declarations below.

```
typedef struct Node* NodeRef;
typedef struct Node{
NodeRef prev;
int element;
NodeRef next;
}
NodeRef head;
NodeRef tail;
```

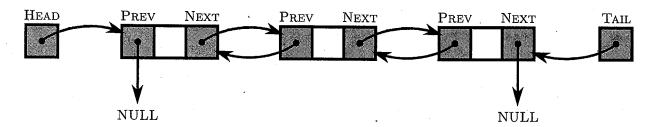
Suppose that the doubly linked list depicted below was created using the definitions and declarations above.



(a) [2 marks] Give two different assignment statements which both change the value 10 in the list above to the value 111.

(b) [3 marks] In the diagram below, write the element values for each node after running the following syntactically correct C statements on the list depicted above.

```
head->next->next->prev->element = 2;
tail->element = head->element;
head->element++;
head->next->element = head->next->element - 2;
```



C Standard Library Reference (simplified)

```
Character Operations (ctype.h)
     bool isalpha(char c);
     bool isdigit(char c);
     bool islower(char c);
     bool isupper(char c);
     char tolower(char c);
     char toupper(char c);
General Functionality (stdlib.h)
     void exit(int status);
     void free(void* ptr);
     void malloc(unsigned int size);
     int rand():
     void srand(unsigned int seed);
Input and Output (stdio.h)
     int fclose(FILE* f);
     int feof(FILE* f);
     int fgetc(FILE* f);
     char* fgets(char* buf, int bufsize, FILE* f);
     FILE* fopen(char* filename, char* mode);
     int fputc(int character, FILE* f);
     int fputs(char* str, FILE* f);
     int fprintf(FILE* f, char* format, ...);
     int fscanf(FILE* f, char* format, ...);
Mathematics (math.h)
     double cos(double x);
     double exp(double x);
     double log(double x);
     double tan(double x);
     double sin(double x);
     double sqrt(double x);
Strings (string.h)
     char* strcat(char* destination, char* source);
     char* strncat(char* destination, char* source, int size);
     int strcmp(char* str1, char* str2);
     int strncmp(char* str1, char* str2, int size);
     char* strcpy(char* destination, char* source);
     char* strncpy(char* destination, char* source, int size);
     int strlen(char* str);
     int strnlen(char* str1, int maxsize);
```