

CSCP1DB

October/November 2016

C++ AS SECOND PROGRAMMING LANGUAGE

Duration 2 Hours

75 Marks

EXAMINERS

FIRST

SECOND

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Closed book examination

This examination question paper remains the property of the University of South Africa and may not be removed from the examination venue

This paper consists of 7 pages and 6 questions

Please ensure that you have all 7 pages with the 6 questions

INSTRUCTIONS:

- Answer all the questions
- Do all rough work in the answer book
- The mark for each question is given in brackets next to the question
- Please answer the questions in the correct order. If you want to do a question later, leave enough space
- Number your answers and label your rough work clearly
- Marks are awarded for part of an answer, so do whatever you are able to in each question

GOOD LUCK!

[TURN OVER]

QUESTION 1**[19 MARKS]**

1.1 Assuming $x = 15$ and $y = 10$, what are the values of the following conditions? (2)

a $x \geq y - x$

b $x == (y + x - y)$

1.2 Evaluate each expression below if $a = 10$, $b = 12$, $c = 8$, and `flag` is `false` (2)

a $(c == (a * b)) \parallel !\text{flag}$

b $!(b \leq 12) \&\& (a \% 2) \leq 20$

1.3 What value is assigned to x if $y = 10.0$? (1)

```
x = 20.0,
if (y != (x - 10.0))
    x = x - 10.0,
else
    x = x / 2.0,
```

1.4 Write C++ statements to carry out the following. If x is zero, add 1 to `zeroCount`. If x is negative, add x to `minusSum`. If x is greater than zero, add x to `plusSum`. (3)

1.5 Explain the difference between the statement on the left (a) and the statement on the right (b). For each of them, what is the final value of x if the initial value of $x = 1$? (4)

a `if (x >= 0)`
 `x = x + 1,`
 `else if (x >= 1)`
 `x = x + 2,`

b `if (x >= 0)`
 `x = x + 1,`
 `if (x >= 1)`
 `x = x + 2,`

1.6 For the program segment below

```
for (int i = 0, i < 9, i++)
{
    for (int j = 0, j < 1, j++)
        cout << setw(4) << (i * j),
    cout << endl,
}
```

a How many times does the first `cout` statement execute? (1)

b How many times does the second `cout` statement execute? (1)

1.7 If the value of m is 5 and of n is 3, what is the value of the following expression? (1)

$m++ * --n,$

[TURN OVER]

1 8 Consider the following program segment

```
count = 0,
n = 5,
for (int i = 1, i <= n, i++)
{
    cin >> x,
    if (x % i == 0)
        count++,
}
```

- a Write a while loop equivalent to the for loop (2)
- b Write a do-while loop equivalent to the for loop (2)

QUESTION 2

[6 MARKS]

2 1 What is displayed by the program below? (2)

```
void silly (int x)
{
    int y = x,
    x *= 2,
    cout << x << " , " << y << endl,
}

int main()
{
    int x, y,
    x = 8,
    y = 5,
    silly(x),
    cout << x << " , " << y << endl,
    silly(y),
    cout << x << " , " << y << endl,
}
```

2 2 Redo question 2 1 if silly's parameter is a reference parameter (4)

QUESTION 3

[4 MARKS]

3 1 Consider the C++ code fragment that follows and answer the following questions

- a Explain what is wrong with the code in *line 2* (1)
- b If corrected, what is the output produced by statement 8? (1)

[TURN OVER]

```

1 char name[],
2 name[] = "James Khumalo",
3 for(int i = 0, name[i] != '\0', i++){
4 if(name[i] == 'm'){
5 name[i] = '*',
6 }
7 }
8 cout<<name,
9 cout<<endl,

```

3.2 What output would be produced by the following C++ code fragment (2)

```

vector<int> myList(10),
int i = 0,
for(int i = 1, i < myList.size(), i++)
    myList[i] = i,

vector<int> copy,
copy = myList,
myList[0] = 42,

for(i = 0, i < copy.size(), i++)
    cout << copy[i] << " ",
cout<< endl,

```

QUESTION 4

[8 marks]

4.1 Write a single statement that performs the indicated task. Declare variable `ptr1` to be a pointer to an integer and create a new dynamic array with ten integer elements to which `ptr1` points (3)

4.2 Consider the program segment that follows

```

struct electric
{
    string current,
    int volts,
},
electric *p, *q,

```

Give a statement to accomplish each task (5)

- Give a C++ statement to assign the value "ca" to the `current` member of the struct pointed to by `p`
- Give a C++ statement to assign the value of the `volts` member of the struct pointed to by `q` to the value of the `volts` member of the struct pointed to by `p`
- What will the effect of the statement `*p = *q`, be?
- What will the effect of the statement `p = 54`, be?
- What will the effect of the statement `p = q`, be?

[TURN OVER]

QUESTION 5**[26 marks]**

Given a class `TimeOfDay` that represents the time of day in terms of hours, minutes and seconds. This class has three integer member variables

- `seconds`
- `minutes`
- `hours`

In addition, the class has the following member functions

- A **default constructor** that initializes the members to 0
- An **overloaded constructor** that accepts integer values for each of the data members
- A member function `Increment()` which returns a `TimeOfDay` object that is incremented by one second
- A member function which returns true if this `TimeOfDay` object is earlier than another instance of the `TimeOfDay` object passed as a parameter. Name the function `LessThan`
- An **overloaded stream insertion operator** `<<` (implemented as a **friend** function) to output the hours, minutes and seconds. Use the following prototype
`ostream& operator << (ostream& outs, const TimeOfDay& the_time),`
- An **overloaded stream extraction operator** `>>` (implemented as a **friend** function) to input the hours, minutes and seconds. Use the following prototype
`istream& operator >> (istream& ins, TimeOfDay& the_time),`

5.1 Implement the six member functions defined in the class `TimeOfDay` (15)

5.2 Complete the application program (`main()`) that follows by citing the number and writing down the missing statements. This program creates five instances of the class `TimeOfDay`. It then reads in a `TimeOfDay` object named `currentTime` to check each one against and if the `currentTime` is less than the time of the objects, it is written to a file (11)

For example, if `currentTime` is 12 45 50 and the five `TimeOfDay` instances created is

```
22 50 50
09 35 00
17 53 04
03 19 00
14 12 20
```

The program should produce the following output file named `outFile.txt`

```
09 35 00
03 19 00
```

[TURN OVER]

```
#include <iostream>
#include <fstream>
#include "TimeOfDay.h"
using namespace std;
```

```
int main()
{
```

// ❶	Declare and open the output file and test if successfully opened
------	--

```
TimeOfDay currentTime(12,45,30),
```

// ❷	Declare an array called aTime, consisting of 5 values of type TimeOfDay
------	---

// ❸	Using a for loop, enter the values for the data member of the class TimeOfDay using the overloaded insertion operator
------	---

// ❹	Compare currentTime with each element of the array of TimeOfDay objects to determine if it is earlier as CurrrentTime or not and write appropriate message to the output file
------	---

```
outFile close(),
return 0,
}
```

QUESTION 6**[12]**

Consider the following class

```
class Module
{
public
    Module(),
    Module(string dept, string mCode, double tFee),
    void displayFee(ostream &out) const,
    string get_department() const,
    string get_moduleCode() const,
    double get_tuitionFee() const,
    void set_department(string d),
    void set_moduleCode(string m),
    void set_tuitionFee(double t),
private
    string department,
    string moduleCode,
    double tuitionFee,
};
```

[TURN OVER]

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- 6.1 Derive a class `LabModule` from class `Module`. Only provide the specification of the class, NOT the implementation. This class has an additional member variable, `double labFee`. Class `LabModule` also has member functions, `get_labFee()` and `set_labFee()` to return member variable `labFee` and to update member variable `labFee` respectively. The class `LabModule` should override function `displayFee()` in order to display the fee for the module, which will be the sum of the `labFee` and the `tuitionFee`. The class has default and parametrized constructors. Provide only the interface of class `LabModule` in terms of a header file. The header file should contain compiler directives to prevent multiple definitions. Assume that the interface of class `Module` is contained in an interface file called `Module.h`. (5)
- 6.2 Implement the overloaded constructor for the class `LabModule` by invoking the base class constructor. (3)
- 6.3 Implement the member function `displayFee` for the class `LabModule`. (3)
- 6.4 Is function `displayFee` for the class `LabModule` an example of overloading? Explain your answer. (1)