

# Quiz #4a

CS 211

---

Adam Sweeney

November 29, 2017

Wichita State University, EECS

# Question 1

- If we open a file, there are two things we need to be sure to do.  
What are they?

# Question 1

- If we open a file, there are two things we need to be sure to do.  
What are they?
- Make sure we opened the file & close it when we're done

## Question 2, True or False

- When writing to or reading from a file, the data type of the stream is the same.

## Question 2, True or False

- When writing to or reading from a file, the data type of the stream is the same.
- FALSE

## Question 2, True or False

- When writing to or reading from a file, the data type of the stream is the same.
- FALSE
- A pointer holds a memory address, which is an integer. Therefore, a pointer can be treated like an integer.

## Question 2, True or False

- When writing to or reading from a file, the data type of the stream is the same.
  - FALSE
- 
- A pointer holds a memory address, which is an integer. Therefore, a pointer can be treated like an integer.
  - FALSE

## Question 3

- Say I want to display numbers in a non-scientific format with 4 decimal places. Which set of commands do I include in my program?



## Question 3

- Say I want to display numbers in a non-scientific format with 4 decimal places. Which set of commands do I include in my program?
- `cout.setf(ios::fixed);`  
`cout.setf(ios::showpoint);`  
`cout.precision(4);`

This was option (a)

## Question 4

- The cout member function `setf()` stands for 'set flag.' If I wish to reverse a flag setting, what function do I call?

## Question 4

- The cout member function `setf()` stands for 'set flag.' If I wish to reverse a flag setting, what function do I call?
- `unsetf()`

## Question 5

- Consider the following function prototype.

```
// Multiplies x and y and returns the product  
int multiply(int x, int y = 1);
```

What values will be returned by the following function calls, respectively?

```
product = multiply(3, 7);  
product = multiply(3);
```

## Question 5

- Consider the following function prototype.

*// Multiplies x and y and returns the product*

```
int multiply(int x, int y = 1);
```

What values will be returned by the following function calls, respectively?

```
product = multiply(3, 7);
```

```
product = multiply(3);
```

- 21, 3

This was option (d)

## Question 6

- Given the following declaration:

```
char letter = 'R';
```

Declare a pointer that is initialized to point to `letter`.

## Question 6

- Given the following declaration:

```
char letter = 'R';
```

Declare a pointer that is initialized to point to letter.

- `char *ptr = &letter;`

## Question 7

- Using the pointer defined above, change the value of `letter` to 'B'.



## Question 7

- Using the pointer defined above, change the value of letter to 'B'.
- `*ptr = 'B';`