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강의계획서 수강생 모듈

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주차학습

2024년 1학기

게시판 과제 퀴즈

성적 파일 강의/출결 **Midterm - Conceptual Question** 

이 퀴즈는 2024년 6월 19일 오후 4:45에 이용 종료되었습니다.

**문제** 5 **마감** 마감일 없음 점수 16 이용 가능 2024년 4월 23일 오후 3:40-2024년 6월 19일 오후 4:45 약 2개월

**시간 제한** 60 분

제출물 세부정보: 시간: 15분 현재 점수: 12.17 / 16 보관된 점수: 12.17 / 16

시도 이력

시도 시간 점수 시도 이력 시도1 15분 12.17 / 16

이 퀴즈의 점수: **12.17** / 16 2024년 4월 23일 오후 3:57에 제출됨 이 시도는 15분이(가) 걸렸습니다.

정답입니다!

1.5 / 3점 문제 1 [3 pts] Choose all the correct statements about containers in the C++ standard library. 정답입니다! Access time for each element in the std::list may vary depending on the element's position. ☐ For inserting and deleting an element frequently at the first position, the std::vector is more time-efficient than the std::list. 정답 The end() iterator of standard containers typically refers to a theoretical element that follows the last actual element, often used to represent a boundary for loop conditions.

> 2 / 2점 문제 2 [2 pts] Choose all the correct statements about function overloading and function templates. In C++, function overloading is supported, allowing functions with the same name to be compiled as different functions as long as their return types are different. In a class definition, a function declared as overriding checks the actual class of an object at compile time and calls the objectspecific function accordingly. All the above statements are incorrect.

2 / 2점 문제 3 [2 pts] Choose all the correct statements about classes. When constructing a derived class that inherits from a base class, the base class's constructor is called first, followed by the derived class constructor. Similarly, when an object of the derived class is destroyed, the base class destructor is called first, followed by the derived class destructor. 정답입니다! ~ In class substitution, when you use a base class pointer to point to a derived class's object, as in "Base\* base = new Derived();", the base class pointer cannot directly access the member variables and functions declared only in the derived class.

4 / 5점 문제 4 [5 pts] Read the following code and answer the questions. class MyClass { std::string name; int age; char \*data; int main() { MyClass \*myObj = new MyClass(); // The MyClass object is allocated at 0x7fb696f06080 delete myObj; return 0; Assume that no compiler optimization occurs, such as padding or alignment, and that the size of a string object is 24 bytes, an int variable 4 bytes, a char variable 1 byte, a memory address 8 bytes. Fill in the blanks below (a memory address should be written in hexadecimal, prefixed with 0x). 1. The content of the myObj variable: 0x7fb696f06080 2. The address of myObj 's name: 0x7fb696f06080 3. The address of myObj 's age: 0x7fb696f06098 4. The address of myObj 's data: 0x7fb696f0609c 5. my0bj + 1: 0x7fb696f0609d 정답 1: 정답입니다! 0×7fb696f06080 정답 2: 정답입니다! 0×7fb696f06080 정답 3: 정답입니다! 0×7fb696f06098 정답 4: 정답입니다! 0×7fb696f0609c 정답 5: 제출된 답변 0×7fb696f0609d 정답 0×7fb696f060a4

2.67 / 4점 문제 5 [4 pts] Given the following C++ classes and the simulateBattle function, choose all the correct statements. #include <iostream> using namespace std; class Pokemon { public: virtual void attack() { cout << "Generic attack!" << endl; }</pre> class Pikachu : public Pokemon { public: void attack() override { cout << "Thunderbolt!" << endl; }</pre> class Charmander : public Pokemon { public: void attack() { cout << "Flamethrower!" << endl; }</pre> void simulateBattle(Pokemon& opponent) { opponent.attack(); 정답입니다! Pikachu objects override the Pokemon::attack() method. 정답 Calling the simulateBattle function with a Charmander object will print "Flamethrower!". 정답입니다! Calling the simulateBattle function with a Pokemon object will print "Generic attack!". Declaring the attack method as virtual in the Pokemon base class is unnecessary for invoking the implementations of this method specific to each derived class.