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/ [Quiz #11 \(up to Lecture 30/Chap 22\)](#)

Started on	Thursday, 3 December 2020, 7:57 AM
State	Finished
Completed on	Thursday, 3 December 2020, 8:07 AM
Time taken	10 mins 14 secs
Marks	15.00/15.00
Grade	100.00 out of 100.00

Question 1

Correct  
Mark 1.00 out of 1.00

Which of the following objects represents a file?

Select one:

- ☒ FILE\* ✓
- ☐ fopen
- ☐ printf
- ☐ fprintf

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: FILE\*

Question 2

Correct  
Mark 1.00 out of 1.00

What is the purpose of the header guard (#ifndef ... #endif) in header files?

Select one:

- ☐ The header guard is simply C convention and tells the reader which file they're looking at.
- ☐ The header guard prevents function prototypes from being included multiple times, which would cause a compilation error.
- ☐ The header guard prevents preprocessor macros (such as #include) from being repeated, which would cause a compilation error.
- ☒ The header guard prevents type definitions from being repeated, which would cause a compilation error. ✓

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: The header guard prevents type definitions from being repeated, which would cause a compilation error.

Question 3

Correct  
Mark 1.00 out of 1.00

What file will the following compilation line produce?

gcc -Wall -std=c99 -c main.c

Select one:

- ☐ a.out
- ☐ main (an executable)
- ☒ main.o ✓
- ☐ No file will be produced.

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: main.o

Question 4

Correct

Mark 1.00 out of 1.00

What will be the output of the following program?

```
#include <stdio.h>

union U {
    int a;
    int b;
};

int main(){
    union U obj;
    obj.a = 50;
    printf("%d", obj.a);
    obj.b = 100;
    printf("%d", obj.b);
    return 0;
}
```

Select one:

- ☐ 50 50
- ☒ 50 100 ✓
- ☐ 100 50
- ☐ 100 100
- ☐ 150 150

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 50 100

Question 5

Correct

Mark 1.00 out of 1.00

How many bytes will an instance of the following union occupy?

```
union {
    int b;
    long int c;
} u;
```

Select one:

- ☐ sizeof(int)
- ☒ sizeof(long int) ✓
- ☐ sizeof(int) + sizeof(long int)
- ☐ The union definition is invalid.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: sizeof(long int)

Question 6

Correct  
Mark 1.00 out of 1.00

Why functions in C are useful? Select the most appropriate.

Select all that apply:

- ☐ I don't know.
- ☐ They are not useful at all.
- ☒ They help developers avoid duplicating code and increase code reuse. ✓
- ☒ They help developers divide a program into smaller, more manageable chunks. ✓
- ☐ They always return something.

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Your answer is correct.

Click "Next page" to continue

The correct answers are: They help developers avoid duplicating code and increase code reuse., They help developers divide a program into smaller, more manageable chunks.

Question 7

Correct  
Mark 1.00 out of 1.00

For C programs, what is the typical (conventional) `exit` value indicating no errors?

Select one:

- ☒ 0 ✓
- ☐ 1
- ☐ Any positive value generally indicates no errors, whereas negative values are used for errors.
- ☐ Usually, any positive value indicates an error, whereas anything less than or equal to 0 indicates no errors.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 0

Question 8

Correct  
Mark 1.00 out of 1.00

Consider the following function prototype.

```
int f(int n, int arr[]);
```

Inside the function, the length of `arr` can be determined by using `sizeof(arr) / sizeof(int)`.

Select one:

- ☐ True
- ☒ False ✓

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Your answer is correct.

Click "Next page" to continue

The correct answer is: False

Question 9

Correct

Mark 1.00 out of 1.00

What will be the output of the following program?

```
int main() {
#define MIN 40
#define MIN 60
#ifdef MIN
#define MIN 100
#endif
    printf("%d", MIN);
    return 0;
}
```

Select one:

- ☐ 40
- ☐ 60
- ☒ 100 ✓
- ☐ The code will cause an error (macro not defined).

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 100

Question 10

Correct

Mark 1.00 out of 1.00

Suppose we compiled the code using `gcc -std=c99 -D MAX_LEN=10 source.c`.

How many characters can s hold after the following code fragment?

```
#undef MAX_LEN
#define MAX_LEN 256
#ifdef MAX_LEN
#define MAX_LEN 512
#endif
```

```
char s[MAX_LEN] = "Hello, world!";
```

Select one:

- ☐ 0
- ☐ 10
- ☒ 256 ✓
- ☐ 512
- ☐ The code will cause an error.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 256

Question 11

Correct

Mark 1.00 out of 1.00

What will a be at the end of this code snippet?

```
#define F(x, y) (x + y)
int a = 10 * F(2, 3);
```

Select one:

- ☐ 10
- ☐ 23
- ☒ 50 ✓
- ☐ The code will cause an error.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 50

Question 12

Correct  
Mark 1.00 out of 1.00

What do you need to do before you read or write to a file?

Select one:

- ☐ Create the file
- ☒ Call `fopen` on the file ✓
- ☐ Call `fclose` on the file
- ☐ Use `fprintf`

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: Call `fopen` on the file

Question 13

Correct  
Mark 1.00 out of 1.00

What does the following Unix command do (prog is a program)?

```
prog < abc.txt > def.txt
```

Select one:

- ☐ Writes the content of `abc.txt` into `prog`.
- ☐ Writes the content of `abc.txt` into `def.txt`, which is then passed as argument to the program `prog`.
- ☒ Redirects input from `abc.txt` into program `prog` and redirects the output into `def.txt`. ✓
- ☐ Compares the sizes of files `prog`, `abc.txt`, and `def.txt`.

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: Redirects input from `abc.txt` into program `prog` and redirects the output into `def.txt`.

Question 14

Correct  
Mark 1.00 out of 1.00

What does the following code snippet print?

```
char str[10];  
sprintf(str, "/usr/bin/time ./a2 -n 40");  
printf("%s\n", str);
```

Select one:

- ☐ `/usr/bin/time ./a2 -n 40`
- ☐ `/usr/bin/t`
- ☐ Empty string (i.e., "")
- ☒ The code has an error, ✓

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: The code has an error,

Question 15

Correct  
Mark 1.00 out of 1.00

How do you write a string of text into a file?

Select one:

- ☒ Open file and use `fprintf` ✓
- ☐ Open a file and use `printf`, the output will go to the file instead of the screen
- ☐ Open a file, and use `fputc` repeatedly
- ☐ Use `fread` to read data into the file

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Your answer is correct.  
Click "Next page" to continue  
The correct answer is: Open file and use `fprintf`

◀ Practice Quiz #11 (up to Lecture 30/Chap 22)

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