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/ [Quiz #9 \(up to Lecture 23/Chap 14\)](#).

Started on	Friday, 20 November 2020, 12:04 PM
State	Finished
Completed on	Friday, 20 November 2020, 12:19 PM
Time taken	15 mins 55 secs
Marks	13.42/15.00
Grade	89.44 out of 100.00

Question 1

Correct
Mark 1.00 out of 1.00

Will the following code snippet compile successfully?

```
int main() {  
    int i = 11;  
    #include <stdio.h>  
    printf("i = %d\n", i);  
  
    return 0;  
}
```

Select one:

- ☒ True ✓
- ☐ False

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

Question 2

Correct
Mark 1.00 out of 1.00

Consider the following string:

```
char *s = "abc\012";
```

What will be the result of `printf("%.5s", s)`?

Select one:

- ☒ abc ✓
- ☐ abc\0
- ☐ abc0
- ☐ abc01
- ☐ None of the above.

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

Question 3

Correct
Mark 1.00 out of 1.00

Consider the following code snippet:

```
char s[] = "Hello, world!";  
s[7] = 'W';  
s[8] = '\\0';
```

What will be be the result of `printf(s)`?

Select one:

- ☐ Hello, World!
- ☐ Hello, Wrld!
- ☒ Hello, W ✓
- ☐ The code snippet contains an error.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: Hello, W

Question 4

Correct
Mark 1.00 out of 1.00

Consider the following code snippet:

```
char s[100];  
gets(s);    // Let's ignore the fact that we should be using fgets
```

Suppose we enter the following in `stdin`:

Hello, world!

What will be the result of `printf(s)`?

Select one:

- ☒ Hello, world! ✓
- ☐ world!
- ☐ world
- ☐ Hello,
- ☐ Hello
- ☐ H

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Your answer is correct.

Click "Next page" to continue

The correct answer is: Hello, world!

Question 5

Correct
Mark 1.00 out of 1.00

Consider the following function fragment:

```
void fun(int arg1) {  
    int a = arg1 + 5;  
    int *p = &a;  
    ...  
}
```

Which of the following `return` statements will provide the calling function with a usable pointer to `a`?

Select one:

- ☐ `return &a;`
- ☐ `return p;`
- ☐ `return &arg1;`
- ☒ None of the above return statements will provide us with a usable pointer. ✓

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Your answer is correct.

Click "Next page" to continue

The correct answer is: None of the above return statements will provide us with a usable pointer.

Question 6

Correct

Mark 1.00 out of 1.00

Which of the following function prototypes return a pointer to an `int`?

Select one:

- ☐ `int f(int *a);`
- ☐ `int &f(int a);`
- ☒ `int *f(int *a);` ✓
- ☐ Pointers are invalid return types for functions.

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Your answer is correct.

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The correct answer is: `int *f(int *a);`

Question 7

Partially correct

Mark 0.42 out of 1.00

If `a` is an `int` and `p` points to `a`, then which of the follow expressions will give us `a`?

Select all that apply:

- ☒ `*p` ✓
- ☐ `&p`
- ☒ `&*a` ✗
- ☐ `*&a`
- ☒ `**&p` ✓
- ☒ `*&*p` ✓
- ☐ `&*&p`

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Your answer is partially correct.

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The correct answers are: `*p`, `*&a`, `**&p`, `*&*p`

Question 8

Correct

Mark 1.00 out of 1.00

Suppose we have declared an array of `int` using `int a[10] = {0}`. What will the expression `&a[100] - &a[30]` return?

Select one:

- ☐ `70 * sizeof(int)`
- ☒ `70` ✓
- ☐ `0`
- ☐ The expression will result in undefined behaviour.
- ☐ The expression will cause an error.

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Your answer is correct.

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The correct answer is: `70`

Question 9

Incorrect

Mark 0.00 out of 1.00

Suppose we create a 2D array of `int` using the following declaration:

```
int a[30][5];
```

What element does `*a[3]` point to?

Select one:

- ☐ `a[0][3]`
- ☐ `a[3][0]`
- ☒ It points to the entire row of `a[3]`. ❌
- ☐ It doesn't point to any element in `a`

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Your answer is incorrect.

Click "Next page" to continue

The correct answer is: It doesn't point to any element in `a`

Question 10

Correct

Mark 1.00 out of 1.00

What is the output of the following program?

```
#include <stdio.h>

int x = 9999;
x += 1;

int main() {
    int x = 1000;
    printf("%d", x);
    return 0;
}
```

Select one:

- ☒ It will not compile ✔️
- ☐ 1000
- ☐ 9999
- ☐ 10000

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Your answer is correct.

Click "Next page" to continue

The correct answer is: It will not compile

Question 11

Correct

Mark 1.00 out of 1.00

We can define a macro name twice in a C program:

```
#define MAX 20
#define MAX 40
```

Select one:

- ☒ True ✔️
- ☐ False

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Your answer is correct.

Click "Next page" to continue

The correct answer is: True

Question 12

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.

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The correct answer is: 100

Question 13

Correct

Mark 1.00 out of 1.00

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

```
#define F(x, y, z) (x + y + z)
int a = 10 * F(2, 3, 4);
```

Select one:

- ☐ 10
- ☐ 27
- ☒ 90 ✓
- ☐ The code will cause an error.

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Your answer is correct.

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The correct answer is: 90

Question 14

Correct

Mark 1.00 out of 1.00

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

```
#define F(x, y, z) x + y + z
int a = 10 * F(2, 3, 4);
```

Select one:

- ☐ 10
- ☒ 27 ✓
- ☐ 90
- ☐ The code will cause an error.

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Your answer is correct.

Click "Next page" to continue

The correct answer is: 27

Question 15

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.

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The correct answer is: 256

◀ Practice Quiz #9 (up to Lecture 23/Chap 14)

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