Started on	Thursday, 22 October 2020, 4:49 PM
State	Finished
Completed on	Thursday, 22 October 2020, 5:03 PM
Time taken	13 mins 41 secs
Marks	9.67/15.00
Grade	**64.44** out of 100.00

Question 1

Partially correct

Mark 0.67 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:

- [x] `*p` ✔ cross out
- [ ] `&p` cross out
- [x] `&*a` ✖ cross out
- [x] `*&a` ✔ cross out
- [x] `**&p` ✔ cross out
- [x] `*&*p` ✔ cross out
- [ ] `&*&p` cross out

Your answer is partially correct.

Click "Next page" to continue

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

Question 2

Incorrect

Mark 0.00 out of 1.00

What is the output of the following program?

```
#include <stdio.h>
int i = 0;

int f(int n) {
  i = 10 + i;
  int i = 20;
  return ++n;
}

int main() {
  f(i);
  printf("%d\n", i + 1);
  return 0;
}
```

Select one:

- 0 cross out
- 1 cross out
- 2 cross out
- 10 cross out
- 11 cross out
- 20 cross out
- 21 ✖ cross out
- This program will not compile cross out

Your answer is incorrect.

Click "Next page" to continue

The correct answer is: 11

Question 3

Correct

Mark 1.00 out of 1.00

Assuming it compiles successfully, what is the output of the following program?

```
int x = 9999;

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

Select one:

- 9999 cross out
- 10000 ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: 10000

Question 4

Correct

Mark 1.00 out of 1.00

Will the following function definition compile successfully?

```
void foo(int a, int b) {
  a + b;
  return;
}
```

Select one:

- True ✔ cross out
- False cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: True

Question 5

Correct

Mark 1.00 out of 1.00

Is the following function definition correct?

```
void returnsInteger(int a) {
  int b = a + 10;
  if (b > 20) {
    return b;
  }
  else {
    return a;
  }
}
```

Select one:

- True cross out
- False ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: False

Question 6

Correct

Mark 1.00 out of 1.00

Function arguments in C are pass-by-reference. That is, changes made to the function parameters during its execution also affect the arguments.

Select one:

- True cross out
- False ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: False

Question 7

Correct

Mark 1.00 out of 1.00

What is the return type of the following function?

```
int[2][2] fill_array(int a) {
  int arr[2][2] = {a, a, a, a};
  return arr;
}
```

Select one:

- int — cross out
- int[2][2] — cross out
- void — cross out
- There is a syntax or runtime error in the function. ✔ — cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: There is a syntax or runtime error in the function.

Question 8

Correct

Mark 1.00 out of 1.00

Considering the bit storage for floating point numbers, if the value `10.0` is stored in a `float`, how many bits in its binary representation will be set to 1?

Select one:

- 1 — cross out
- 3 ✔ — cross out
- 5 — cross out
- 7 — cross out
- None of the other answers are correct. — cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: 3

Question 9

Correct

Mark 1.00 out of 1.00

Suppose we will store a value ranging from 0 to 50000 in a variable. What is the basic type that occupies the fewest number of bits that we can use?

Select one:

- short — cross out
- unsigned short ✔ — cross out
- char — cross out
- Either int or unsigned int will do — cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: unsigned short

Question 10

Incorrect

Mark 0.00 out of 1.00

Suppose we have two `int` called `p` and `q`. How can we change the address of `p` to match the address of `q`?

Select one:

- `&p = &q` ✖ cross out
- `&p = *q` cross out
- `*p = &q` cross out
- `*p = *q` cross out
- You cannot change the address of `p` cross out

Your answer is incorrect.

Click "Next page" to continue

The correct answer is: You cannot change the address of `p`

Question 11

Incorrect

Mark 0.00 out of 1.00

Which, if any, of the following function prototypes will prevent us from changing the integer pointed to by `a`?

Select all that apply:

- `void f(int *a);` cross out
- `void f(const int *a);` cross out
- `void f(int * const a);` ✖ cross out
- `void f(const int * const a);` ✔ cross out

Your answer is incorrect.

Click "Next page" to continue

The correct answers are: `void f(const int *a);`, `void f(const int * const a);`

Question 12

Correct

Mark 1.00 out of 1.00

Suppose we have the following declarations:

```
int a, *p;
```

How can we make `p` point to `a`?

Select one:

- `p = &a;` ✔ cross out
- `*p = &a;` cross out
- `&p = *a;` cross out
- `p = *a;` cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: `p = &a;`

Question 13

Incorrect

Mark 0.00 out of 1.00

Which of the following declarations could we consider a pointer to a pointer to an `int` variable?

Select one:

- `int *p` cross out
- `int *p &` cross out
- `int &&p` cross out
- `int* *p` cross out
- None of the above are valid ways to create the desired pointer. ✖ cross out
- You cannot create pointers to other pointers. cross out

Your answer is incorrect.

Click "Next page" to continue

The correct answer is: `int* *p`

Question 14

Incorrect

Mark 0.00 out of 1.00

Suppose we have the following declarations:

```
int a;
int *p = &a;
```

Which of the following are valid ways to read an `int` from `stdin` into `a`?

Select all that apply:

- `scanf("%d", &a);` cross out
- `scanf("%d", a);` ✖ cross out
- `scanf("%d", *a);` cross out
- `scanf("%d", &p);` cross out
- `scanf("%d", p);` cross out
- `scanf("%d", *p);` ✖ cross out

Your answer is incorrect.

Click "Next page" to continue

The correct answers are: `scanf("%d", &a);`, `scanf("%d", p);`

Question 15

Correct

Mark 1.00 out of 1.00

Suppose, given some variable `a`, we have the following pointer declaration:

```
int *p = &a;
```

Which of the following is the expression `&*&*&*p` equivalent to?

Select all that apply:

- `p` ✔ cross out
- `&&p` cross out
- `&p` cross out
- `*p` cross out
- `&(*p)` ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answers are: `p`, `&(*p)`

◄ Practice Quiz #6 (up to Lecture 16/Chap 12)

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