Started on	Wednesday, 18 November 2020, 9:08 PM
State	Finished
Completed on	Wednesday, 18 November 2020, 9:22 PM
Time taken	14 mins 24 secs
Marks	15.00/15.00
Grade	**100.00** 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 ✔ cross out
- False cross out

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 code snippet:

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

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

Select one:

- Hello, World! cross out
- Hello, Wrld! cross out
- Hello, W cross out
- The code snippet contains an error. ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: The code snippet contains an error.

Question 3

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 ✔ cross out
- abc\0 cross out
- abc0 cross out
- abc01 cross out
- None of the above. cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: abc

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! ✔ cross out
- world! cross out
- world cross out
- Hello, cross out
- Hello cross out
- H cross out

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

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 correct.

Click "Next page" to continue

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

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);` cross out
- `int &f(int a);` cross out
- `int *f(int *a);` ✔ cross out
- Pointers are invalid return types for functions. cross out

Your answer is correct.

Click "Next page" to continue

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

Question 7

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;` cross out
- `return p;` cross out
- `return &arg1;` cross out
- None of the above return statements will provide us with a usable pointer. ✔ cross out

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 8

Correct

Mark 1.00 out of 1.00

What is `*(a + 8)` equivalent to?

Select one:

- `a[8]` ✔ cross out
- `a[0] + 8` cross out
- `&a[8]` cross out
- It depends on how many bytes an int occupies on the machine. cross out
- None of the above. cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: `a[8]`

Question 9

Correct

Mark 1.00 out of 1.00

Suppose we have the following declarations:

```
int a[10] = {0};
int *p = a;
```

What will the expression `++*p = 10;` do?

Select one:

- It will set `a[0]` to 10, and move `p` to point to `a[1]` cross out
- It will set `a[1]` to 10 and move `p` to point to `a[1]` cross out
- It will increment the value at `a[0]` and then set it to 10. cross out
- The expression will result in an error. ✔ cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: The expression will result in an error.

Question 10

Correct

Mark 1.00 out of 1.00

How many times will the for-loop body in function "g()" execute?

```
int i;

void f() {
  for (i = 1; i <= 10; ++i) {
    printf("*");
  }
}

void g() {
  // How many times will this for-loop body execute?
  for (i = 1; i <= 5; ++i) {
    f();
    printf("\n");
  }
}

int main() {
  g();
  return 0;
}
```

Select one:

- 1 ✔ cross out
- 5 cross out
- 15 cross out
- 10 cross out
- 0 cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: 1

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 ✔ cross out
- False cross out

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 cross out
- 60 cross out
- 100 ✔ cross out
- The code will cause an error (macro not defined). cross out

Your answer is correct.

Click "Next page" to continue

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 cross out
- 27 cross out
- 90 ✔ cross out
- The code will cause an error. cross out

Your answer is correct.

Click "Next page" to continue

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 cross out
- 27 ✔ cross out
- 90 cross out
- The code will cause an error. cross out

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
#ifndef MAX_LEN
#define MAX_LEN 512
#endif

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

Select one:

- 0 cross out
- 10 cross out
- 256 ✔ cross out
- 512 cross out
- The code will cause an error. cross out

Your answer is correct.

Click "Next page" to continue

The correct answer is: 256

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

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