//DESC: CPSC 230, TEST 1, PG1 = TF, PG2 = MU, PG3 = CMD

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TRUE FALSE

1: TRUE

2: TRUE

3: FALSE

4: FALSE

5: FALSE

6: FALSE

7: TRUE

8: TRUE

9: FALSE

10: FALSE, if you had int x(10); and had an if(!(x<10)){}, greater than would still prove false. >= is the opposite.

MULTIPLE CHOICE

1: b. three\_com

2: d. 33

3: d. garbage, var x was unassigned

4: d. garbage, "valu" is a string, e is not a variable, and expecting << instead of e.

5: a. cin>>myFloat;

6: b. 3

7: c. 3, does not matter how you try to set a decimal to an int, it's still an int.

8: d. 3, 2/5 is an integer division resulting in .4 which gets rounded down to 0. either 2 or 5 would need to carry a decimal.

9: b. false

10: d. ((y<x)&&(x<z))

11: a. false

12: c. (x >=2&& x <=15)

13: c. 14

14: c. 5

15: a. 3

