

Exam 1 Questions

CSE 232 (Introduction to Programming II)

1. If a char variable named `c` is declared, what is the type of the expression `&c`?

- (a) `char`
- (b) `char *`
- (c) `char &`
- (d) `& char`
- (e) None of the choices

2. What is the type of `x` in the following code?

```
std::string const s{"owlbear"};
auto x = s.at(1);
```

- (a) `std::string`
- (b) `std::string &`
- (c) `std::string const`
- (d) `char`
- (e) `char &`
- (f) `char const`

3. Which of the following is FALSE about initializations?

- (a) Initialization is recommended to avoid undefined behavior
- (b) Initialization needs to be made before a variable is used
- (c) Initialization can use an equal sign, curly brackets, or parentheses
- (d) Initialization must use a literal value
- (e) All statements are true

4. Which of the following invokes a function `MyFunction` with no arguments provided?

- (a) `void MyFunction`
- (b) `MyFunction(void)`
- (c) `void MyFunction()`
- (d) `MyFunction()`
- (e) `MyFunction`
- (f) `MyFunction(NULL)`

5. What is the out of the following code?

```
for (unsigned i = 4; i >= 0; i--) {
    cout << i;
}
```

This question was dropped

- (a) 43210
- (b) 4321
- (c) 3210
- (d) 321
- (e) None of the choices

6. When can syntax errors occur?

- (a) During runtime
- (b) During compile time
- (c) During both runtime or compile time
- (d) During undefined behavior
- (e) None of the choices

7. What is the output of the following code?

```
char c = 'a';
char *p = &c;
p++;
cout << *p;
```

- (a) a
- (b) b
- (c) Compile time error
- (d) Undefined behavior
- (e) None of the choices

8. What is the output of the following code?

```
const char* c = "Sirius";
for (int i = 0; i < strlen(c); i++)
{
    cout << i;
}
```

- (a) 01234
- (b) 12345
- (c) 012345
- (d) 123456
- (e) "CSE232" cannot be stored this way

9. What is the difference between the following two loops?

```
int i = 0;
do {
    i = 5;
    //some code
    ++i;
}
while (i < 5);
```

And

```
int i = 0;
while (i < 5) {
    i = 5;
    //some code
    i++;
}
```

- (a) They are functionally identical
- (b) The number of iterations are different
- (c) The values of the two i's are different at the end of each iteration
- (d) The scope of i is different
- (e) (b) and (c)
- (f) (c) and (d)

10. What are the possible ways of creating a C string?

- (a) `char str[] = "sweetroll";`
- (b) `const char str[] = "sweetroll";`
- (c) `char str[9] = "sweetroll";`
- (d) (a) and (b)
- (e) All of the choices

11. For which values of `int x` will the following expression be true?

`-5 <= x < -2`

- (a) -5, -4, -3, -2
- (b) -5, -4, -3
- (c) -4, -3, -2
- (d) None exist
- (e) All possible values of x

12. What is the output of the following code?

```
string s{"alibaba"};
auto x = s.find('a', 2);
cout << x;
```

- (a) 0
- (b) 2
- (c) 4
- (d) 0, 2
- (e) 0, 4
- (f) 0, 4, 6

13. What is the missing in the code below, so that it outputs "arthur"?

```
string s{"Paarthurnax"};
//missing code
cout << x;
```

- (a) `auto x = s.substr(2, 8);`
- (b) `auto x = s.substr(2, 7);`
- (c) `auto x = s.substr(2, 6);`
- (d) `auto x = s.substr(3, 9);`
- (e) `auto x = s.substr(3, 8);`
- (f) `auto x = s.substr(3, 7);`

14. When should you use pointers instead of references?

- (a) When you need to perform pointer arithmetic
- (b) When a library function you need requires a pointer argument
- (c) When you need to store the address of an object
- (d) All of the choices
- (e) None of the choices

15. What is the missing in the code below, so that it outputs 10?

```
int x = 10;
double d;
//missing code
cout << d;
```

- (a) `d = static_cast<double>(x);`
- (b) `d = static_cast<int>(x);`
- (c) `d = (double)x;`
- (d) `d = (int)x;`
- (e) (a) and (c)
- (f) All of the choices

16. What is the equivalent expression for the following code?

```
c = this(a);
if (c) {
    c = that(b);
}
```

- (a) `c = (this(a) && that(b));`
- (b) `c = (this(a) || that(b));`
- (c) `c = (this(a), that(b));`
- (d) None of the choices

17. Which variables are in scope at the comment?

```
int x = 5;
for (int i = 0; i < x; i++) {
    char c = 'a' + x + i;
    {
        //here
    }
}
```

- (a) x
- (b) i
- (c) c
- (d) x and i
- (e) x, i, and c
- (f) None of the choices

18. What is the type of x in the following code?

```
const string s = "otter";
const string * const ptr = &s;
auto y = *ptr;
auto x = &y;
```

- (a) string
- (b) `string *`
- (c) const string
- (d) const string *
- (e) string &
- (f) const string &

19. Which of the following statements would cause x to hold the integer stored in the memory position pointed at by a pointer at address 0x01a?

- (a) `int x = 0x01a;`
- (b) `int *y = 0x01a; int x = *y;`
- (c) `int *y = 0x01a; int *x = &y;`
- (d) `int *y = 0x01a; int &x = y;`

20. What is str in following statement?

```
const string *x;
```

This question was dropped

- (a) A pointer to a string
- (b) A constant pointer to a string
- (c) A pointer to a constant string
- (d) A constant pointer to a constant string
- (e) None of the choices

21. Which of the following statements would copy the value of string y to x?

- (a) `string &x = y;`
- (b) `const string &x = y;`
- (c) `string *x = &y;`
- (d) `const string *x = &y;`
- (e) None of the choices

22. What is not included when initializing a variable?

- (a) The variable's name
- (b) The variable's type
- (c) The variable's value
- (d) **None of the choices**

23. Can you declare a reference?

This question was dropped

- (a) Yes
- (b) No
- (c) Depends on if the reference is const
- (d) Depends on if the reference is for a fundamental type

24. Which variables have the same value in the following code?

```
int x = 13;
int *y = &x;
int *z = &x;
x = 30;
*y = 26;
*z = 30;
```

- (a) x and y
- (b) **y and z**
- (c) x and z
- (d) x, y and z
- (e) None of the choices

25. What is the difference between the following two loops?

```
for (int i = 0; ++i < 5;) {
    //some code
}
```

And

```
for (int i = 0; i++ < 5;) {
    //some code
}
```

- (a) They are functionally identical
- (b) Top loop will run an additional iteration
- (c) **Bottom loop will run an additional iteration**
- (d) Both loops will generate a syntax error due to missing an update clause

26. Which clause in a for loop will execute immediately after a `continue` statement?

```
for (Initialization; Condition;
Update) {
    //first line
    //some code
    //last line
}
```

- (a) Initialization
- (b) Condition
- (c) **Update**
- (d) First line
- (e) Last line
- (f) None of the choices

27. Which variables have the same address as `a` in the following code?

```
int a = 9;
auto b = a;
const auto c = a;
auto &d = a;
const auto &e = a;
```

- (a) `b`
- (b) `b` and `c`
- (c) `b` and `d`
- (d) `c` and `e`
- (e) `d` and `e`

28. Which of the following statements would generate a syntax error?

- (a) `int x = 8;`
- (b) `int x = (8);`
- (c) `int x(8);`
- (d) `int x {8};`
- (e) **None of the choices**

29. What is the output of the following code?

```
int x = static_cast<int>(0.5);
if (x = 0) {
    cout << "Here" << endl;
} else {
    cout << "There" << endl;
}
```

- (a) Here
- (b) **There**
- (c) Undefined behavior
- (d) Runtime error
- (e) Compile error

30. Given the declaration of the function `MyFunc` below, which parameters will result in copying a string, when `MyFunc` is called?

```
void MyFunc(string * x, string & y,
            string z);
```

- (a) `x`
- (b) `y`
- (c) `z`
- (d) `x` and `y`
- (e) `y` and `z`
- (f) `x`, `y` and `z`

31. What happens when a `vector<int> v` is accessed past its rightmost index?

- (a) 0 returned
- (b) `v`'s capacity is dynamically adjusted
- (c) Exception raised
- (d) **Undefined behavior occurs**
- (e) Compile error occurs

32. What can be said about `x` and `y`, if the following is `true`?

```
x == y;
```

- (a) The addresses of `x` and `y` are equal
- (b) `x` and `y` have the same type
- (c) Changes to `x` will also change `y`
- (d) If `x` is `const` then `y` is a `const` as well
- (e) **None of the choices**

33. What is the type of `x` in the following code?

```
auto x = 'c' - 1;
```

- (a) `char`
- (b) `string`
- (c) **`int`**
- (d) `double`
- (e) This assignment is not possible

34. What is the output of the following code?

```
char c = 'x';  
cout << c--;
```

- (a) **x**
- (b) ASCII value of x
- (c) w
- (d) ASCII value of w
- (e) Performing c-- is not possible

35. Given a positive integer x that is at least 3 digits long, which of the following statements would return its third least significant digit?

- (a) (x / 10) % 100
- (b) **(x / 100) % 10**
- (c) (x % 10) / 100
- (d) (x % 100) / 10

36. Given an integer y, which of the following is equivalent to `int const x{y};`?

- (a) `const int x{y};`
- (b) `const int x = y;`
- (c) `int const x = y;`
- (d) **All of the choices are equivalent**

37. What is the output of the following?

```
int x = 3;  
double y = (int)2.5;  
y += x++;  
y *= 2;  
cout << y / x;
```

- (a) 2
- (b) **2.5**
- (c) 2.75
- (d) 3

38. What is the output of the following?

```
int x = 2;  
double y = double(x / 4);  
cout << y;
```

- (a) **0**
- (b) 0.5
- (c) 1
- (d) 2
- (e) 4

39. You are given the following function:

```
void Swap(int &a, int b) {  
    int temp = a;  
    a = b;  
    b = temp;  
}
```

What is the output of the following?

```
int x = 7, y = 13;  
Swap(x, y);  
cout << x << " " << y;
```

- (a) 7 7
- (b) 7 13
- (c) 13 7
- (d) **13 13**
- (e) Compile error

40. You are given the following function:

```
int* getPtr() {  
    int a = 11;  
    return &a;  
}
```

What is the output of the following?

```
int *p = getPtr();  
cout << *p;
```

- (a) 11
- (b) Compile Error
- (c) **Undefined Behavior**
- (d) Memory Address