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CIS166 - Programming in Perl
Fall 2004 Pop Test

1) Computers are:
- [x] Mindless devices capable only of doing what they are told.
- [ ] A recreation of the human mind.
- [ ] Able to determine what needs to be done, and do it with out help.
- [ ] A device that you can love, and can love you back.

2) An algorithm is:
- [ ] language independent.
- [ ] a set of instructions to solve a problem.
- [x] both of the above.
- [ ] none of the above.

3) Scalar variables can hold:
- [ ] More than one value.
- [ ] Only references to other variables.
- [x] One value.
- [ ] None of the above.

4) What are the types of Literal Strings?
- [ ] Single-quoted
- [ ] Double-quoted
- [ ] Word-quoted
- [x] All of the above.

5) Single quoted strings:
- [ ] Allow you to interpolate variables values into the string.
- [x] Are the most literal representation of a string.
- [ ] Are a quote from a famous person.
- [ ] None of the above.

6) A value is said to be true if:
- [ ] It's value is zero.
- [ ] It's value is the empty string.
- [x] It's value is something other that the empty string or zero.
- [ ] It's value is 1.

7) The dollar sign symbol ($) is used to:
- [ ] Tell you have a literal dollar amount.
- [x] A scalar variable.
- [ ] The value you expect back from a variable access is a scalar.
- [ ] None of the above.

Use the following program to answer the next three questions. ***DO NOT ENTER THE PROGRAM AND RUN IT!:***

```
#!/usr/bin/perl -w
use strict;

my $hash = {
    May => 'Month',
    Me => 'Mark Trail',
    Mo => 'Three Stooges',
    Moo => 'Milk Cow'
};

foreach my $key (sort values %$hash) {
    print "$key:$hash->{$key} ";
}
```

8) In the `foreach` line, the `%$hash` is evaluated in what context?

- [x] Hash Context
- [ ] Scalar Context
- [x] LIST Context
- [ ] Expression Context

9) What will be the output of the program

- [ ] `May:Month Me:Mark Trail Mo:Three Stooges Moo:Milk Cow`
- [ ] `May:Month Me:Mark Trail Moo:Milk Cow Mo:Three Stooges`
- [x] `Me:Mark Trail Moo:Milk Cow May:Month Mo:Three Stooges`
- [ ] Indeterminate because we don't know the order the keys will come out of the hash.
- [x] There is an error in the program, and no output will be given.

10) The value in `$key` is:

- [x] a Scalar value.
- [ ] an Array reference.
- [ ] a Hash table.
- [ ] a Hash reference.

11) TIMTOWTDI stands for (See the Perl reference page on www.perldoc.com):

There Is More Than One Way To Do It

12) A statement modifier is:
- ☐ a option that can follow a match or substitution operator.
- ☐ a program that converts english sentences from past tense to present tense.
- ☑ a control structure that can be appended to a single statement.
- ☐ a command line option to the Perl executable itself, that modifies the behavior of the executing script.

13) my Variables are:
- ☐ A way to show ownership of a variable.
- ☑ local to the scope they are defined in.
- ☐ local or global by how they are named.
- ☐ None of the above.

14) The argument to a user defined subroutine are defined:
- ☐ By explicitly defining the arguments by name in the subroutine definition.
- ☑ in the `@_` array.
- ☐ in the variables `$1`, `$2`, `$3`, etc.
- ☐ You must pass variables using locally defined name using `my()`.

15) Match the Regular Expression Meta-character to it's definition:

*	A class of characters
+	Match any single character except newline
[]	Zero or more of the previous match
.	A word boundary
\b	1 or more of the previous match
?	Zero or 1 of the previous match

16) The -r operator:
- ☐ Removes the file that is its argument.
- ☑ Returns a true value if the file that is its argument is readable.
- ☐ Restore the last value in the variable that is its argument.
- ☐ None of the above.

17) What module would you use to process command line options that are longer that a single character (`-file`, `-remove`, etc.)

Getopt::Long

18) How would you include a module into your program?
- ☐ `include 'module';`
- ☑ `use 'module';`
- ☐ `require 'module'`
- ☐ all of the above.

19) Object-oriented programming is described by (Select more that one):
- ☑ Abstraction
- ☐ Evacuation
- ☐ Trepidation
- ☑ Encapsulation
- ☑ Inheritance
- ☑ Polymorphism
- ☐ Anitestablishmentarynism

20) In Perl, how do you create a Class:

Build a package.

21) In Perl, how do you create a method:

Write a subroutine

22) In Perl, how do you create an object:

Bless a reference

23) To show that a class is inherited, you:
- ☐ Add the parent class to the @INC variable.
- ☐ Declare the parent class on the package statement.
- ☑ Set the values of the @ISA variable to the parents.
- ☐ None of the above.

24) Perl uses what variable to hold the ".pm" search path:
- ☐ %ENV
- ☐ $_
- ☑ @INC
- ☐ @ISA

25) Write a POD module in the space below that describes a module. Include ONLY the sections NAME test_taker, DESCRIPTION This module takes a test, AUTHOR <your name>.

=head1 Nam
test_taker

=head1 Description
This module takes a test

=head1 AUTHOR
Chris Tjon