

Sample Exam Week 04

CSE 232 (Introduction to Programming II)

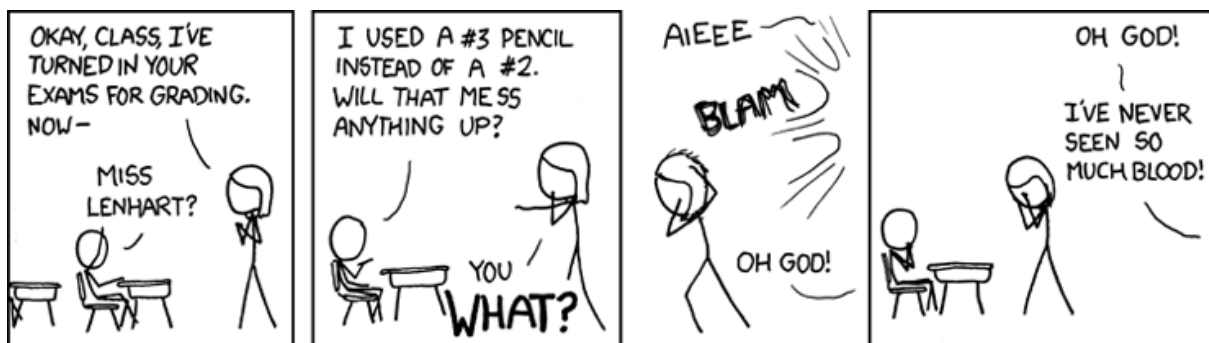
VERSION A

Full Name:

Student Number:

Instructions:

- DO NOT START/OPEN THE EXAM UNTIL TOLD TO DO SO.
- You may however write and bubble in your name, student number and exam **VERSION/FORM NUMBER** (with a #2 pencil) on the front of the printed exam and bubble sheet prior to the exam start. This exam is Version A. Your section doesn't matter and can be ignored.
- Present your MSU ID (or other photo ID) when returning your bubble sheet and printed exam.
- Only choose one option for each question. Please mark the chosen option in both this printed exam and the bubble sheet.
- Assume any needed `#includes` and `using std::...;` namespace declarations are performed for the code samples.
- Every question is worth the same amount of points. There are 55 questions, but you only need 50 questions correct for a perfect score.
- No electronics are allowed to be used or worn during the exam. This means smart-watches, phones and headphones need to be placed away in your bag.
- The exam is open note, meaning that any paper material (notes, slides, prior exams, assignments, books, etc.) are all allowed. Please place all such material on your desk prior to the start of the exam, (so you won't need to rummage in your bag during the exam).
- If you have any questions during the exam or finish the exam early, please raise your hand and a proctor will attend you.



<http://xkcd.com/499/>

1. What advantage is there in returning a reference type (i.e. `string & Func(string & x);`) instead of a regular type (i.e. `string Func(string & x);`)?
 - (a) It avoids an unnecessary copy.
 - (b) It allows the function to return a pointer to a dynamically allocated array instead of a statically allocated one.
 - (c) They are identical to each other.
 - (d) It allows the return type to alter the object that is created in the function.
 - (e) None of the above.
2. When are automatic variables (variables that are not dynamically allocated) destroyed?
 - (a) When the loop iteration ends.
 - (b) When they are no longer needed.
 - (c) When they are passed to a function.
 - (d) When they fall out of scope.
 - (e) When their copy constructor is called.
 - (f) When they are deleted.
3. Why should you declare a parameter `const` even though the compiler doesn't require it?
 - (a) To allow the code to compile faster.
 - (b) To allow the function to be used in a debugger.
 - (c) To avoid unnecessary copies.
 - (d) To allow the compiler to enforce a guarantee made by the developer.
 - (e) To enforce runtime assertions.
 - (f) All of the above
4. Why do you need to use the first set of parentheses in the following expression (presuming `x` is a pointer to a `vector`)? `(*x).clear();`
 - (a) Because otherwise the behavior would not be the same as `operator->`.
 - (b) Because they are needed to avoid a syntax error.
 - (c) Because without them, the compiler would think you are trying to call `clear` on a pointer.
 - (d) Because the dot operator has a higher precedence than the dereference operator.
 - (e) All of the above.
5. What is the difference between `x` and `y`?


```
for (auto x : vec) ...
for (auto & y : vec) ...
```

 - (a) `x` is a copy of each element, whereas `y` is a reference.
 - (b) If `y` is altered, the element in `vec` changes. Not so for `x`.
 - (c) Both of the above are true.
 - (d) None of the above are true.
6. Why should you never return the address (a pointer) to a local variable?
 - (a) Because the local variable will be destroyed when it goes out of scope (often when the function ends).
 - (b) Because the addresses of objects change within functions depending on if there are loops.
 - (c) Because doing so makes unnecessary copies of the objects involved.
 - (d) Because it leaks memory.
 - (e) (a) and (b)
 - (f) (b) and (c)
 - (g) (c) and (d)
 - (h) (b) and (d)

7. What advantage is there in dynamically allocating an array?

- (a) Then the array can hold elements of any size.
- (b) Then the array can be resized with the `std::resize` function.
- (c) Then the size of the array doesn't need to be known at compile time.
- (d) Then the array will not decay into a pointer when passed as an argument.
- (e) Two of (a-d) are correct.
- (f) Three of (a-d) are correct.

8. What is wrong with the following function?

```
int * Add(int * a, int * b) {  
    int c = (*a) + (*b);  
    return &c;  
}
```

- (a) It returns a pointer to a local variable that will be deleted when the function returns.
- (b) It returns the wrong type, it should return a pointer, but instead returns a reference.
- (c) It tries to add the addresses of two pointers.
- (d) It tries to dereference non-pointer types.
- (e) Nothing is wrong.

9. What is the type of `x`?

```
const auto x = new string[10];
```

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

10. Redirection allows which of the following operations to be performed?

- (a) Making a program that writes to standard output instead write to a file.
- (b) The ability to search for a file on the file system and add it to the places that the terminal will find when attempting to run executable programs.
- (c) Changing the address of a pointer to instead point at a different value (especially with respect to streams).
- (d) The inclusion of libraries that haven't been installed yet.
- (e) The ability to use `istream`s and `ostream`s to redirect characters from one source to another.
- (f) The ability to push commits from a local repository to a remote one.

11. When is a dynamically allocated object destroyed?

- (a) When it falls out of scope.
- (b) When it is deleted.
- (c) When it is assigned to.
- (d) None of the above.

12. The pipe character, `|`, on the command line indicates what should happen to the commands around it?

- (a) The standard input from the previous command should be redirected to the standard output of the next command
- (b) A logical "or" operation should be performed to combine the outputs
- (c) That output from both commands should be printed to the screen
- (d) The standard output from the previous command should be redirected to the standard input of the next command

13. When should you **NOT** dereference a pointer?

- (a) When its value is null.
- (b) When its value has been deleted
- (c) When its value has been allocated with **new**
- (d) (a) and (b)
- (e) (a) and (c)
- (f) (b) and (c)
- (g) (a), (b), and (c)
- (h) None of the above

14. Why should a function not return a reference to a local variable?

- (a) Because the local variable will then be copied unnecessarily
- (b) Because the variable will be destroyed when the function call returns
- (c) Because the local variables are always dynamically allocated, returning reference to them means the caller is then responsible for deleting them
- (d) (a) and (b)
- (e) (a) and (c)
- (f) (b) and (c)
- (g) (a), (b), and (c)
- (h) None of the above

15. The arrow operator (e.g. **x->y**), is equivalent to which of the following expressions?

- (a) ***x.y**
- (b) **(*x).y**
- (c) **((*x.)y**
- (d) ***(x.y)**
- (e) None of the above

16. What does the **[]** of a **delete [] x**; indicate?

- (a) That x is subscriptable.
- (b) That x is a data structure.
- (c) That x is an array.
- (d) None of the above.

17. What will change if **struct** is changed to **class** in the following?

```
struct Test {  
    double gpa;  
public:  
    string name;  
private:  
    string comments;  
}
```

- (a) All three data members will become private.
- (b) Nothing, it still won't compile because of a missing semicolon.
- (c) The data member **gpa** will be made private.
- (d) The data member **gpa** will be made public.
- (e) All three data members will become public.

18. Which of the following describe dynamically allocating memory of type **long** and of size **size**?

- (a) **new long lptr = *long[size];**
- (b) **long lptr = new *long[size];**
- (c) **new long *lptr = long[size];**
- (d) **long *lptr = new long[size];**
- (e) **long *lptr = new *long[size];**

19. Where are local variables are allocated?

- (a) Free memory
- (b) Heap
- (c) Permanent storage area
- (d) Stack

20. Choose the statement which is **FALSE** with respect to dynamic memory allocation.

- (a) Used for unpredictable memory requirements
- (b) Memory is allocated in a less structured area of memory, known as heap
- (c) Allocated memory can be changed during the run time of the program based on the requirement of the program
- (d) Dynamically allocated memory is automatically deleted when it falls out of scope.
- (e) None of the above

21. The expression `x->y()` is equivalent to what?

- (a) `*((x.y)())`
- (b) `*((x(.y)))`
- (c) `(*x()).y`
- (d) `*(x.y())`
- (e) `(*x.y)()`
- (f) `(*x).y()`

22. Why should read-only parameters be marked as `const` references?

- (a) It avoids making a copy and stops the function body from altering the argument.
- (b) It allows the function to change the argument within the body, but doesn't affect performance.
- (c) It doesn't affect how the program runs, nor its performance, but helps make it clear to the programmer that a variable should not be changed.
- (d) It disallows pointers from being made.
- (e) It makes changing the argument throw a `std::const_exception`.
- (f) None of the above.

23. Which of the following parameters would copy their argument?

Example for option (a):

```
void func(string a) {...}
```

- (a) `string a`
- (b) `string & b`
- (c) `string const c`
- (d) `string const & d`
- (e) (a) and (b) would both copy their argument.
- (f) (a) and (c) would both copy their argument.
- (g) (c) and (d) would both copy their argument.
- (h) None of the parameters would copy their argument.
- (i) All of the parameters would copy their argument.

24. What does the following Unix instruction do?

```
./a.out < a.txt > b.txt
```

- (a) It is equivalent to `(./a.out < a.txt) && (a.txt > b.txt)`.
- (b) It compares the exit code from `a.out` to the exit code from `a.txt` (less than) and `b.txt` (greater than).
- (c) It compares the sizes of the files of `a.out` to `a.txt` (less than) and `b.txt` (greater than).
- (d) It redirects the contents of `a.txt` to be the input for `a.out` and redirects the output from `a.out` into `b.txt`.
- (e) It runs `a.out`, then runs `a.txt`, then runs `b.txt`.
- (f) None of the above are true.

25. What is implied when a function has a non-const reference for a parameter?
- (a) That the function may change that argument
 - (b) That the function may make a copy of the argument
 - (c) That the function may read from that argument
 - (d) That the function may swap that argument
 - (e) None of the above
26. `cat` is a program that prints out a given file to standard output. `sort` is a program that outputs the lines it is given in sorted order. Which of the following commands will output lines of the file "text.txt" in sorted order?
- (a) `cat text.txt | sort`
 - (b) `sort < cat text.txt`
 - (c) `cat text.txt > sort`
 - (d) `sort << cat text.txt`
 - (e) `cat text.txt >> sort`
 - (f) `sort | cat text.txt`
27. Given the following function, which one of the following claims is true?
- ```
int Boost(int & in) {
 return ++in * 2;
}
```
- (a) if `x` is 1 and I call `Boost(x)`, `x` will remain as 1
  - (b) If `x` is 0 and I call `Boost(x)`, `x` will then be 2
  - (c) If `x` is 1 and I call `Boost(x)` it will return 4
  - (d) If `x` is 0 and I call `Boost(x)` it will return 1
28. How is the operator (`||`) typically used in C++?
- (a) To redirect a value to a file.
  - (b) To output a boolean value to the console
  - (c) To link the execution of statements so they occur simultaneously.
  - (d) To test if two boolean expressions are both true
  - (e) To test if either of two boolean expressions is true
29. How could you redirect the contents of the file `input.txt` to be used as inputs to the executable file `my_exe`, while also redirecting the outputs to the file `output.txt`?
- (a) `output.exe < ./my_exe < input.exe`
  - (b) `./my_exe < input.txt > output.txt`
  - (c) `input.txt | ./my_exe | output.txt`
  - (d) `input.txt > ./my_exe > output.txt`
  - (e) `input.txt | ./my_exe > output.txt`
30. Imagine that we have a program named "generate\_primes" that writes prime numbers to standard output. And another program named "find\_palindromes" that can read numbers from standard input and write to standard output. If we wanted to connect these programs so that the output from "generate\_primes" was used as the input to "find\_palindromes", which of the following commands would accomplish that?
- (a) `cat generate_primes find_palindromes`
  - (b) `generate_primes | find_palindromes`
  - (c) `cp generate_primes find_palindromes`
  - (d) `generate_primes > find_palindromes`
  - (e) `generate_primes >> find_palindromes`

31. If the following program outputs "apple APPLE", what type must Capitalize's first parameter be?
- ```
string text = "apple"
cout << text << ' ';
Capitalize(text);
cout << text;
```
- None of the above allow the behavior demonstrated.
 - string
 - string &
 - string *
32. What are the uses of non-const reference parameters in functions instead of just using regular pass-by-value?
- They can be used to modify the values in the original variables that were passed in as arguments.
 - They can be used to "return" additional values to the caller (separate from the return value).
 - Neither of the above are true.
 - Both of the above are true.
33. How do you avoid a function argument from being copied (i.e., pass-by-value) in a function call?
- All of the above
 - Declare the function parameter as `auto`.
 - Declare the function parameter as `const`.
 - Declare the function parameter as a reference.
34. What is the output of this program?
- ```
#include <string>
#include <iostream>
int AddOne(int number) {
 return number + 1;
}
std::string AddOne(std::string
const & str) {
 return str + "1";
}
int main() {
 char c = 'a';
 // ASCII value 97
 std::cout << AddOne(c) <<
std::endl;
}
```
- Compilation error, no matching function `AddOne(char)`
  - 98
  - a1
  - b
35. What will be the output of the following code?
- ```
void foo(int *p) {
    std::cout << *p <<
std::endl;
}
int main() {
    int i = 10, *p = &i;
    foo(++p);
}
```
- 11
 - Compile time error
 - Some garbage value or error

36. What does the `>` character mean in the following terminal command?

```
a.out > abc
```

- (a) It compares the sizes of the files. If `a.out` is larger than `abc`, it returns true.
- (b) None of the above
- (c) It does the "greater-than" operation on two variables. If the `a.out` variable is larger than `abd`, then it returns true.
- (d) It compares the contents of the two files. If the contents of `a.out` are greater alphabetically than `abc`, then it returns true.
- (e) It compares the exit code of the two files. If `a.out` returns a larger exit code than `abc`, then it returns true.

37. Why should you declare a parameter `const` even though the compiler doesn't require it?

- (a) To enforce runtime assertions
- (b) To allow the code to compile faster
- (c) To allow the compiler to enforce the promise of constness
- (d) To avoid unnecessary copies

38. In order for file redirection to work, what must a program do?

- (a) It must be executed by an IDE
- (b) It must terminate only after the End-Of-File is encountered
- (c) It must be compiled with the `-r` flag
- (d) It must be an executable C++ program
- (e) It must have a using directive for the `std` namespace
- (f) It must read and/or write to the standard file streams
- (g) It must conform to the language standard and the style guide

39. Why shouldn't you return a reference to a local variable?

- (a) Because making a reference will cause an unnecessary copy to be created.
- (b) Because local variables will be destroyed when they go out of scope.
- (c) Because local variables must be `const` and references could alter them.
- (d) Because it violates the property of "Independence"
- (e) Because a function's return type can't have type modifiers.
- (f) Because references can only be initialized, not declared.
- (g) Wrong, you should return references to local variables.

40. What is wrong with the following function?

```
bool Func(std::string s) {  
    while (!s.empty()) {  
        if (s.at(0) == 'a') {  
            return true;  
        }  
        s = s.substr(1);  
    }  
}
```

- (a) The function doesn't conform to the style guide
- (b) Strings don't have a `substr` member function
- (c) Control can reach the end of a non-void function
- (d) A string can't be used in a conditional expression
- (e) Nothing is wrong with the function

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