**程序设计基础练习题 2018-10-12**

一、填空题(每题4分, 共100分)

1. Does the C language depend on machines?（是/否）\_\_\_\_\_\_\_\_\_\_\_\_\_; **否**
2. What is the function of compilers? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_;**将高级程序语言转换为机器语言**
3. What’s meaning of “ANSI C” on cover of textbook? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **ANSI C是由美国国家标准协会（ANSI）及国际标准化组织（ISO）推出的关于C语言的标准。**
4. What does “program debugging” mean?(翻译)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_;**程序调试**
5. If you want use standard library function sqrt, which header file do you include in the program? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **math.h**
6. What are two forms of comments in the C language? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **单行注释//和多行注释/\* \*/**
7. What is file suffix of C source programs in most systems? \_\_\_\_\_\_\_\_\_\_\_; **.C**
8. Describe the meaning of sizeof operator. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **求变量或者类型在内存中所占的空间大小。**
9. What is the value of INT\_MAX+1? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_;

**-2147483648 //1后面31个0**

1. What does postfix(suffix) F in literal 3.14F mean? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **float类型**
2. What is the type of constant 3.125L? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **long double**
3. What is the type of constant 526L? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **long**
4. What is the value of 0.156E1 in C language? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **1.56**
5. The correct precedence order of following operators %, ++, +(二元), sizeof, and += is:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_;**sizeof, ++,%,+(二元), += 或者 ++, sizeof,%,+(二元), +=**
6. Write a statement to assign a hexadecimal value F0F1 to a int variable\_\_\_\_\_\_\_\_\_\_;

**int k = 0XF0F1; 或者 int k = 0xF0F1; //变量名任意，int省略算对**

1. For the statements int i = 15; i+=5; the value of i is:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_;**20**
2. For the statements int i=15, j=3; the value of expression ++i\*j is: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **48**
3. The result type of 5+3.7 is:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **double**
4. The result type of ‘a’+’b’ is:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **int**
5. Please define a constant named MARK with type char and value ‘$’.\_\_\_\_\_\_\_\_\_\_\_\_\_ **const char MARK=’$’;**
6. What is the result of x?\_\_\_\_\_\_\_\_ int x, num=9; x = num / 4 + 3.0; **5**
7. The result of expression 7+31%4 is \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**10**
8. The result of (float)(1/2) is\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_; **0**
9. Assuming x and y are variables of type float, the expression

sqrt(fabs(3.8 \* x + 9.4 \* y)) is a valid use of the sqrt and fabs library functions. (是/否) **是**

1. Please define a char variable ch which value is \(反斜杠).\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**char ch = ‘\\’;**