

## ANSWER KEY

- |                 |                 |                 |                 |
|-----------------|-----------------|-----------------|-----------------|
| 1. <b>C</b>     | 19. <b>C</b>    | 37. <b>B</b>    | 55. <b>D</b>    |
| 2. <b>B</b>     | 20. <b>A, C</b> | 38. <b>B</b>    | 56. <b>A, D</b> |
| 3. <b>D</b>     | 21. <b>C</b>    | 39. <b>C</b>    | 57. <b>D</b>    |
| 4. <b>D</b>     | 22. <b>B</b>    | 40. <b>C</b>    | 58. <b>A</b>    |
| 5. <b>D</b>     | 23. <b>D</b>    | 41. <b>A</b>    | 59. <b>D</b>    |
| 6. <b>B</b>     | 24. <b>B</b>    | 42. <b>A</b>    | 60. <b>D</b>    |
| 7. <b>C</b>     | 25. <b>B</b>    | 43. <b>D</b>    | 61. <b>B</b>    |
| 8. <b>C</b>     | 26. <b>A</b>    | 44. <b>A, B</b> | 62. <b>B</b>    |
| 9. <b>D</b>     | 27. <b>D</b>    | 45. <b>A</b>    | 63. <b>C</b>    |
| 10. <b>D</b>    | 28. <b>D</b>    | 46. <b>C</b>    | 64. <b>A</b>    |
| 11. <b>A</b>    | 29. <b>C</b>    | 47. <b>C</b>    | 65. <b>A, D</b> |
| 12. <b>D</b>    | 30. <b>A</b>    | 48. <b>B</b>    | 66. <b>B, C</b> |
| 13. <b>D</b>    | 31. <b>C</b>    | 49. <b>A</b>    | 67. <b>A, D</b> |
| 14. <b>C</b>    | 32. <b>C</b>    | 50. <b>A</b>    | 68. <b>B, C</b> |
| 15. <b>A</b>    | 33. <b>A</b>    | 51. <b>A</b>    | 69. <b>A, D</b> |
| 16. <b>D</b>    | 34. <b>D</b>    | 52. <b>D</b>    | 70. <b>A, B</b> |
| 17. <b>C</b>    | 35. <b>C</b>    | 53. <b>D</b>    |                 |
| 18. <b>A, C</b> | 36. <b>B</b>    | 54. <b>D</b>    |                 |

## ANSWERS EXPLAINED

1. **(C)** When answering program questions, a trace table is helpful in keeping track of variables.

<i>a</i>	<i>c</i>
3	3
8	
11	

- (A) Although the initial value of *a* is 3, it updates to 8 and then 11.
- (B) Variable *c* is initialized at 3 and is not updated in this problem.
- (C) Correct. Variables *a* and *c* follow the above trace table, and the DISPLAY method displays the value contained in *a* followed by a space and then the value contained in *c* followed by a space.
- (D) Although the values of *a* and *c* follow the trace table, the order of the DISPLAY method is *a* first and then *c*.