Republic of the Philippines
SULTAN KUDARAT STATE UNIVERSITY
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CC113 COMPUTER PROGRAMMING 2
MIDTERM EXAMINATION

Name: _____**Course & Year:**_____**Score:**_____

Test I. True or False. This test evaluates your understanding of basic C++ syntax and concepts. Determine whether each statement is "True" or "False." Write your answer on the space provided before the number.

_____1. "#include <iostream>," is a C++ statement that performs a mathematical calculation.
_____2. "using namespace std" allows us to use names for objects and variables from the standard library without explicitly specifying "std::"
_____3. Blank lines in C++ code are always ignored by the compiler.
_____4. "int main()" is a function declaration in C++ and represents the starting point of execution for a C++ program.
_____5. The "cout" object, in combination with the "<<" operator, is used to input data in a C++ program.
_____6. Every C++ statement must end with a semicolon ";".
_____7. The body of the "main" function can be written on a single line without affecting the program's functionality.
_____8. "return 0" is used to terminate the "main" function in C++.
_____9. The "using namespace std" line can be omitted and replaced with the "std" keyword followed by the "::" operator to access objects in the standard library.
_____10. Both "\n" and "endl" are used to break lines in C++.
_____11. "\t" is an escape sequence in C++ that creates a horizontal tab.
_____12. "\n" is an escape sequence that inserts a double quote character in C++.
_____13. The escape sequence "\t" is used in C++ to insert a new line.
_____14. The primary purpose of escape sequences in C++ is to format the output in a specific way.
_____15. In C++, the "int" variable type is used to store whole numbers without decimals.
_____16. The "double" variable type in C++ is used to store single characters like 'a' or 'B'.
_____17. To store text in C++, you should use the "char" variable type.
_____18. The code below uses the correct keyword to get user input and store it in the variable x.

```
int x;
cout << "Type a number: ";
cin >> y;
```

_____19. Arithmetic operators are used for common mathematical operations in C++.
_____20. The comparison operator "==" checks if two values are equal.
_____21. The comparison operator "!=" checks if two values are not equal.
_____22. The comparison operator ">" checks if the left operand is greater than the right operand.
_____23. The comparison operator "<" checks if the left operand is less than the right operand.
_____24. The comparison operator ">=" checks if the left operand is greater than or equal to the right operand.
_____25. The comparison operator "<=" checks if the left operand is less than or equal to the right operand.
_____26. C++ supports logical conditions such as less than, greater than, and equal to.
_____27. In C++, the switch statement is used to execute one specific code block based on a selected value.
_____28. The "default" case in a C++ switch statement is required and must be included in all switch statements.

Test II. Multiple Choice. Choose the best answer for each question. Write your answer before the number.

1. What does the escape sequence "\n" do in C++?
   a. Inserts a backslash character
   b. Creates a horizontal tab
   c. **Forces the cursor to change its position to the beginning of the next line**
   d. Inserts a double quote character
2. What does the escape sequence "\" do in C++?
   a. Creates a horizontal tab
   b. **Inserts a backslash character**
   c. Forces the cursor to change its position to the beginning of the next line
   d. Inserts a double quote character
3. Which variable type is used to store floating-point numbers with decimals?
   a. int   b. char   c. **double**   d. string
4. Which variable type in C++ can store values with two states, either "true" or "false"?
   a. int   b. double   c. char   d. **bool**
5. Create a variable named myNum and assign the value 50 to it.
   a. **int myNum = 50**
   b. double myNum = 50
   c. int myNum == 50
   d. bool myNum = 50
6. Display the sum of 5 + 10, using two variables: x and y.
   a. double x == 5;
   b. double x = 5;
   c. **int x = 5;**
   d. int x == 5;
7. Create a variable called z, assign x + y to it, and display the result.
   a. **15**   b. x   c. y   d. z
8. Fill in the missing parts to create three variables of the same type:
   a. int x = 5; y = 6; z = 50;
   b. **int x = 5, y = 6, z = 50;**
   c. float x = 5; y = 6; z = 50;
   d. float x = 5, y = 6, z = 50;
9. What should be filled in to print the sum of two numbers input by the user?
   a. x; y; sum;
   b. cin >> x; cin >> y; sum;
   c. **cin >> x; cin >> y; sum = x + y;**
   d. int x; int y; sum = x + y;
10. Add the correct data type in ascending order:
   a. double, character, boolean, integer, string
   b. **integer, double, character, boolean, string**
   c. character, double, string, boolean, integer
   d. string, boolean, double, integer, character
11. What does the modulus operator (%) do in C++?
   a. Adds two values together
   b. Subtracts one value from another
   c. Multiplies two values
   d. **Returns the division remainder**
12. What does the addition operator (+) do in C++?
   a. Subtracts one value from another
   b. Divides one value by another
   c. Multiplies two values
   d. **Adds together two values**

13. What does the subtraction operator (-) do in C++?
    a. Adds together two values
    b. Divides one value by another
    c. **Subtracts one value from another**
    d. Returns the division remainder
14. What does the multiplication operator (*) do in C++?
    a. Divides one value by another
    b. Returns the division remainder
    c. Adds together two values
    d. **Multiplies two values**
15. What is the purpose of the increment operator (++x) in C++?
    a. **Increases the value of a variable by 1**
    b. Decreases the value of a variable by 1
    c. Divides one value by another
    d. Adds together two values
16. What is the purpose of the decrement operator (--x) in C++?
    a. Adds together two values
    b. Multiplies two values
    c. Subtracts one value from another
    d. **Decreases the value of a variable by 1**
17. What does the "Logical and" operator (&&) do in C++?
    a. Adds two values together
    b. **Returns true if both statements are true**
    c. Subtracts one value from another
    d. Multiplies two values
18. What does the "Logical or" operator (||) do in C++?
    a. **Returns true if one of the statements is true**
    b. Divides one value by another
    c. Adds together two values
    d. Multiplies two values
19. What does the "Logical not" operator (!) do in C++?
    a. Adds together two values
    b. **Reverses the result, returns false if the result is true**
    c. Subtracts one value from another
    d. Multiplies two values
20. Which C++ conditional statement is used to execute code if a condition is true?
    a. **if**   b. else   c. else if   d. switch
21. What is the purpose of the "else" statement in C++?
    a. To specify a new condition to test
    b. To specify a block of code to be executed if the first condition is true
    c. **To specify a block of code to be executed if the condition is false**
    d. To specify many alternative blocks of code to be executed
22. When might you use "else if" in C++?
    a. To specify a block of code to be executed if a condition is true
    b. **To specify a new condition to test if the first condition is false**
    c. To specify a block of code to be executed if the same condition is false
    d. To specify many alternative blocks of code to be executed
23. What is the role of the "break" keyword in a C++ switch statement?
    a. To indicate a comment in the code
    b. To specify the default case
    c. **To exit the switch statement and continue with the next statement outside the switch**
    d. To define a new variable
24. In a C++ switch statement, what is the purpose of the "case" keyword?
    a. To define a new variable
    b. **To specify the value that is being compared**
    c. To end the switch statement d. To specify the code block to be executed if there's a match

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