CPA Chapter 4 Practice Quiz



C++ Institute Volunteer Program 2015

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AUTHOR'S BIO: I am working as a C/C++ programmer at Siemens

Chapter: 4	Accessing different	Accessing different kind of data		
Section: 3,4,5				
C++ Associate (CPA)	Chapter: 4 Section: 3,4,5 Question type: Single-choice			
		Question Number: 1		

Question: What is the output of the following code fragment in C++? (assumption: all #include and the rest of the code are correct)

```
int main(){
    string str1 = "me";
    string str2 = "ha";
    string str3 = "kakarot";
    string str4 ="";
    str4 =str3.append(str2).insert(2,str1).replace(4,2,str2).substr(0,6);
    str4.append(str3.substr(9,2)).insert(6, str3.substr(2,2));
    cout<<str4;
    return 0;
}</pre>
```

- A) kamehamha
- B) kamehemeha
- C) kamehameha
- D) kamehameh

Chapter: 4	Accessing different kind of data		
Section: 3,4,5			
C++ Associate (CPA)	Chapter: 4 Section: 3,4,5 Question type: Single-choice		
Subject: Manipulating strings			Question Number: 2

```
int main(){
    string str("11111111");
    string str1 = "1", str10("10");
    str.assign(8,'0').erase(6,2).append(str10)
    .replace(0,3, str1)
    .insert(0,str10.substr(1)+str10.substr(1))
    .replace(4,1,str10.substr(0,1));
    cout<<str<<" "<<str10.substr(0,1);
}</pre>
```

- A) 00101010
- B) 11101010
- C) 00100010
- D) 10010010

Chapter: 4	Accessing different kind of data		
Section: 3,4,5			
C++ Associate (CPA)	Chapter: 4 Section: 3,4,5 Question type: Single-choice		
Subject: Manipulating strings		Question Number: 3	

```
int main(){
    string *str1, *str2, *str3;
    str1 = new string("TheForce");
    str2 = new string("DarkSide");
    str3 = str2;
    if (str1->length() == str2->size()){
        str3->insert(0,str1->substr(0,3));
        str2->substr(0,7)->append("IsWhithYou");
    }
    cout<<*str2;
}</pre>
```

- A) TheDarkSide
- B) Generates a compiler error
- C) TheForceIsWithYou
- D) TheDarkIsWithYou

Chapter: 4	Accessing different kind of data		
Section: 1	Arrays of pointers as multidimensional arrays		
C++ Associate (CPA)	Chapter: 4 Section: 1 Question type: Single-choice		
		Question Number: 4	

Question: Which element of the array is set to 1?(assumption: all #include and the rest of the code are correct)

```
int ***a;

a = new int** [2];

a[0] = new int* [2];

a[0][0] = new int [2];

a[0][1] = new int [2];

a[1] = new int* [2];

a[1][0] = new int [2];

a[1][1] = new int [2];

**((*(a+1))+1)=1;
```

- A) a[1][1][0]
- B) a[0][1][1]
- C) a[1][1][1]
- D) Compilation error

Chapter: 4	Accessing different kind of data		
Section: 1	Arrays of pointers as multidimensional arrays		
C++ Associate (CPA)	Chapter: 4 Section: 1 Question type: Single-choice		
Subject: Pointers and multidimensional arrays		Question Number: 5	

Question: What will happen when you run the following code? (assumption: all #include and the rest of the code are correct)

```
int ***a;

a = new int** [2];

a[0] = new int* [2];

a[0][0] = new int [2];

a[0][1] = new int [2];

a[1] = new int* [2];

a[1][0] = new int [2];

a[1][1] = new int [2];

**((*(a+1))+2)=1;
```

- A) A compile error is displayed
- B) A runtime error is displayed
- C) The code compiles and executes correctly
- D) None of the above

Chapter: 3	Extending the expressive power: pointers, functions and memory		
Section: 1,3,5			
C++ Associate (CPA)	Chapter: 3	Section: 1,3,5	Question type: Single-choice
Subject: Pointers and multidimensional arrays		Question Number: 6	

```
void IncVal (int &value){
   value++;
}
void DecVal (int value){
   value--;
}
int main(){
   int num1 =5, num2=6;
   int &refNum =num1;
   int *pointNum = &num1;
   IncVal(refNum += ++(*pointNum));
   pointNum = &num2;
   DecVal((*pointNum += refNum + num2));
   cout <<num1<<num2;
};</pre>
```

- A) 1324
- B) 1224
- C) 1325
- D) None of the above

Chapter: 4	Accessing different kind of data		
Section: 2	Conversions		
C++ Associate (CPA)	Chapter: 4 Section: 2 Question type: Single-choice		
Subject: Implicit conversions		Question Number: 7	

```
//note char – unsigned 8bits type
  int Int = 10e1;
  float Float = 250e-2;
  int result1, result2;
  char result3, result4;
  result1 = Int + 10*Float+2;
  result2 = int(Int) + 10 * int(Float)+2;
  result3 = Int + 10*Float+3;
  result4 = int(Int) + 10 * int(Float)+3
  if (result3 > result1)
    cout<<"HaHa";
  else if (result4 > result2)
    cout<<"HaHaHa";
  else
    cout<<"Ha";
    cout<<"Ha";
```

- А) НаНаНа
- В) НаНа
- С) НаНаНаНа
- D) НаНаНаНа

ANSWER KEY

Correct answers: Q1 - C

Explanation: C is correct because:

str3 =" kakarot"

append(str2) => str4 = "kakarotha"

insert(2, str1) => str4 = " kamekarotha"

replace(4,2, str2) => str4 = "kameharotha"

substr(0,6) => str4 = " kameha"

append(str3.substr(9,2)) => str4 = "kamehaha"

insert(6, str3.substr(2,2)) => str4 = "kamehameha"

Correct answers:

Q2 - A

Explanation: A is correct because: (the values of "str" after each modification)

- **1.** str = "11111111"
- **2.** str = "00000000"
- 3. str= "000000"
- **4.** str = "00000010"
- 5. str = "100010"
- **6.** str = "00100010"
- 7. str = "00101010"

Correct answers:

Q3 - B

Explanation: B is correct because: "substr" function returns a string not a reference to the current string (So the second "substr" would not generate a compiler error if you replace "->" with "." but also will not modify the value of the "str2" variable).

Correct answers:

Q4 - A

Explanation: "*(a+1)" returns the address of the "a[1]" array, so now we can write "*(a[1]+1)" which returns the address of the array "a[1][1]" and now we can write the expression like "*a[1][1]" which returns the first element of a[1][1] array that we can write it as "a[1][1][0]".

Correct answers:

Q5 - B

Explanation: The expression **((*(a+1))+2)=1 is equivalent to a[1][2][0] = 1 (that means you are trying to acces an element that is not in the bounds of the array)

Correct answers:

Q6 - C

Explanation:

IncVal(refNum += ++(*pointNum)); // ++(*pointNum) increments the value of num1 to 6, refNum is also updated to 6 (being a reference to num1) then the value of pointNum is added to refNum, num1 becoming 12, that the value of num1 is incremented by IncVal to 13.

DecVal((*pointNum += refNum + num2));// now pointNum points to num2 variable so the num2 variable will contain the value 25 (at this step refNum = 13 and num2 = 6, their sum 19 is added to num2 and results 25) The DecVal function does not affect the value of the num2 variable.

Correct answers:

Q7 - C

Explanation: result3 overflows to -128 and result4 > result3 so we display "HaHaHa". Also the last cout<<"Ha" it is always displayed.

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		+ & JAVA. Her hobbies are playing tennis and

Chapter: 4	Accessing different kind of data		
Section: 6	Name spaces		
C++ Associate (CPA)	Chapter: 4 Section: 6 Question type: single-choice		
			3IIIgic-choice
Subject: Name spaces		Question Number: 1	

Question: Which of the following correctly describes the meaning of 'namespace' feature in C++?

- A) Namespaces refer to the memory space allocated for names used in a program.
- B) Namespaces refer to space between the names in a program.
- C) Namespaces refer to packing structure of classes in a program.
- D) Namespaces provide facilities for organizing the names in a program to avoid name clashes.

ANSWER KEY

Correct answers: Q1 — D
xplanation: no explanation

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AUTHOR'S BIO:	Becoming a programmer is deeply connected—the three year-long study of cybersecurity that students learn about on their first college day and do not stop thinking about until their last. It forces them to draw from all they have	
	appeared to be also, rather unexp	vera1zce, creativity, and knowledge that sectedly, the catalyst in my decision to study CFE, CNDA, CEH, Sec+, Linux+, LPIC1, Suse

Chapter: 4	Chapter 4: Access	Chapter 4: Accessing Different Kind of Data		
Section: 2.3	Explicit conversion	Explicit conversions		
C++ Certified Programmer	Chapter: 4	Section: 2.3	Question type: Multiple-	
Associate (CPA)	choice			
Subject: Explicit conversions		Question Number: 1		
Question: What is the output of the code below?				

```
#include <string>
using namespace std;

int gameOn(int);
int main(){
  double a = 15;
  a = gameOn(a);
  cout << a;
  return 0;
}

int gameOn(int x) {
  x++;
  return x;</pre>
```

#include <iostream>

Answers:

A. 15

B. 14

C. 16

D. Compilation Error

ANSWER KEY

orrect answer: 1 - C. 16	
xplanation: N/A	