Due No due date Points 10 Questions 11 Time Limit 30 Minutes Allowed Attempts Unlimited

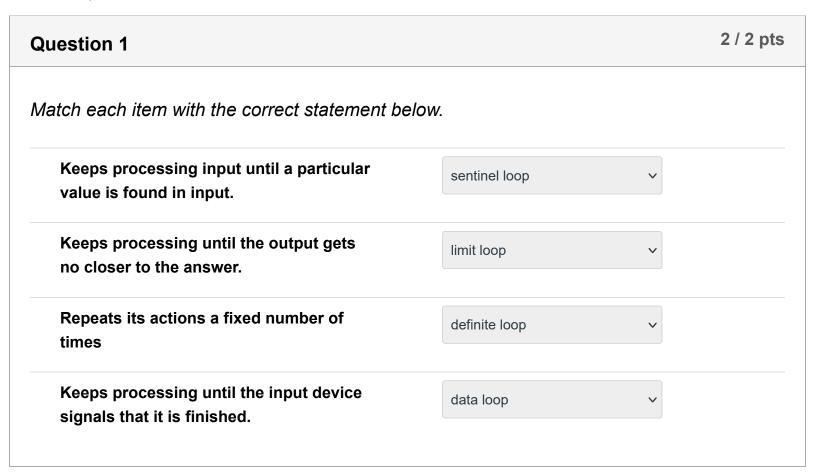
Take the Quiz Again

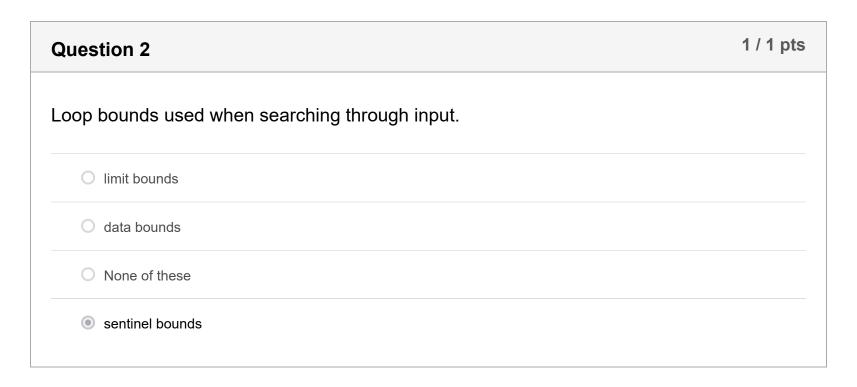
Attempt History

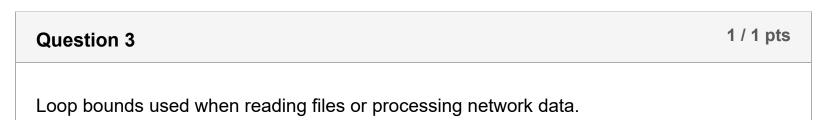
	Attempt	Time	Score
KEPT	Attempt 2	6 minutes	10 out of 10
LATEST	Attempt 2	6 minutes	10 out of 10
	Attempt 1	9 minutes	9.67 out of 10

! Correct answers are hidden.

bmitted Jun 29 at 2:18pm







O None of these	
data bounds	
O sentinel bounds	
O limit bounds	
Question 4	1 / 1 pts
Which are the two major categories of loops?	
☐ limit loops	
☐ sentinel loops	
☑ indefinite loops	
☐ data loops	
☐ infinite loops	
definite loops	
Question 5	0.5 / 0.5 pts
Question 5 In a <i>guarded</i> loop, the loop actions may never be executed.	0.5 / 0.5 pts
	0.5 / 0.5 pts
In a <i>guarded</i> loop, the loop actions may never be executed.	0.5 / 0.5 pts
In a <i>guarded</i> loop, the loop actions may never be executed. True	0.5 / 0.5 pts
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In a <i>guarded</i> loop, the loop actions may never be executed. True False	
In a <i>guarded</i> loop, the loop actions may never be executed. O True O False Question 6	
In a <i>guarded</i> loop, the loop actions may never be executed. True False Question 6 A <i>guarded</i> loop is also known as a <i>test-at-the-bottom</i> loop.	
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O True			
False			

Question 8	0.5 / 0.5 pts
Loops are used to implement iteration in C++.	
True	
O False	

	_

Question 9	1 / 1 pts
In the classic for loop, which portion of code is analogous to an if statement?	
O update expression	
o condition expression	
O initialization statement	
O None of these	
O first statement following the loop	
assignment statement	

Question 10	1 / 1 pts
In the classic <i>for</i> loop, which portion is used to create the loop control variable	?
O update expression	
initialization statement	
O None of these	
O condition expression	
O post-condition	
assignment statement	

Question 11 1 / 1 pts

```
What prints?
string str = "Hello";
for (auto i = 0, len = str.size(); i < len; i++)
    cout << str.at(i);

    Does not compile
    Hello
    Hell
    Crashes when run

    Undefined behavior</pre>
```

