Q-15

Due No due date **Points** 10 **Questions** 13 **Time Limit** 30 Minutes **Allowed Attempts** Unlimited

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Attempt History

	Attempt	Time	Score
KEPT	Attempt 3	7 minutes	9 out of 10
LATEST	Attempt 3	7 minutes	9 out of 10
	Attempt 2	12 minutes	9 out of 10
	Attempt 1	9 minutes	7.5 out of 10

ⓘ Correct answers are hidden.

Submitted Jul 21 at 9:12am

Question 1

1 / 1 pts

Examine the following code (which is legal). Which statement below is ***legal***?

```
struct Money { int dollars{0}, cents{0}; } m1, m2;
```

- ○ `m1 = {3, 4};`
- ◉ `if (m1.dollars > m2.cents) …`
- ○ `cout << m1 << endl;`
- ○ `if (m1 != m2) . . .`

Question 2

1 / 1 pts

Examine the following definition. `Employee` is formally known as the _____.

```
struct Employee
{
   long empID;
   std::string lastName;
   double salary;
};
```

- ○ instance variable
- ○ data member
- ○ type-id
- ◉ structure tag
- ○ field
- ○ None of these

Question 3

1 / 1 pts

The structure and variable definitions are fine. Which statements are legal?

```
struct Rectangle { int length, width; } big, small;
```

- ○ `if (big != small) . . .`
- ○ `if (big.length == width) . . .`
- ○ None of these are correct
- ○ `if (big == small) . . .`
- ◉ `if (big.length == small.width) . . .`

Question 4

1 / 1 pts

The following is legal. Which changes the `length` data member inside the variable `big`?

```
struct Rectangle { int length, width; } big, little;
```

- ○ None of these are correct
- ○ `Rectangle.length = 10;`
- ◉ `big.length = 10;`
- ○ `length = 10;`

- `big = {10};`
- `big[0] = 10`

Question 5

1 / 1 pts

Given the following structure and variable definitions, which data members are ***initialized***?

```
struct Employee
{
   long empID;
   std::string lastName;
   double salary;
   int age;
};

Employee bob{};
```

- [x] `age`
- [ ] None of these
- [x] `empID`
- [x] `salary`
- [x] `lastName`

Incorrect

Question 6

0 / 1 pts

Given the following structure and variable definitions which statements ***are illegal***?

```
struct Money
{
    int dollars{0};
    int cents{1};
};
Money payment;
```

- [x] `payment.cents = 5;`
- [x] `cout << payment.dollars;`
- [ ] `cout << Money.dollars;`
- [ ] `payment{1} = 5;`
- [ ] None of them
- [ ] `Money{1} = Money{0};`

Question 7

1 / 1 pts

Given the following structure and variable definitions, which data members are ***default initialized***?

```
struct Employee
{
   long empID;
   std::string lastName;
   double salary;
   int age;
};

Employee bob{777, "Zimmerman", 5000000.0, 76};
```

- `age`
- `empID`
- `lastName`
- `salary`
- (•) None of these

Question 8

0.5 / 0.5 pts

It is ***illegal*** to include the same `struct` definition multiple times, even if the definitions are exactly the same.

- (•) True
- False

Question 9 0.5 / 0.5 pts

The C++ specific term for a collection of variables that have distinct names and types is a ***structure***.

- (•) True
- ( ) False

Question 10 0.5 / 0.5 pts

You may create a structure variable as part of a structure definition.

- (•) True
- ( ) False

Question 11 0.5 / 0.5 pts

The general, Computer Science term for a collection of variables that have distinct names and types is a ***record***.

- (•) True
- ( ) False

Question 12 0.5 / 0.5 pts

Structures are ***heterogeneous*** data types.

- (•) True
- ( ) False

Question 13 0.5 / 0.5 pts

Structures data members may each have a different type.

- (•) True
- ( ) False