Q-18

Due No due date **Points** 15 **Questions** 15 **Time Limit** 30 Minutes **Allowed Attempts** Unlimited

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Attempt History

	Attempt	Time	Score
KEPT	Attempt 2	16 minutes	15 out of 15
LATEST	Attempt 2	16 minutes	15 out of 15
	Attempt 1	21 minutes	14 out of 15

ⓘ Correct answers are hidden.

Submitted Jul 21 at 12:01pm

Question 1

1 / 1 pts

What is printed when you run this code?

```
int *p = &0;
cout << *p << endl;
```

- The address value where *p* is stored
- No compilation errors, but undefined behavior
- The word "nullptr"
- No output; compiler error.
- The address value 0

Question 2

1 / 1 pts

What is true about this code?

```
int * choice;
```

- Syntax error; should be `int choice*;`
- `choice` currently points to an integer
- `choice` currently contains an integer
- `choice` can point to any kind of object
- `choice` contains an undefined address

Question 3

1 / 1 pts

What is printed when you run this code?

```
int x(100);
cout << &x << endl;
```

- The value stored at address 100
- The memory location where x is stored
- None of these
- The value of x (100)

Question 4

1 / 1 pts

What is printed when you run this code?

```
int *n{nullptr};
cout << *n << endl;
```

- No compilation errors, but undefined behavior
- The word "nullptr"
- No output; compiler error.
- The address value 0

Question 5

1 / 1 pts

What is printed when you run this code?

```
int *n{nullptr};
cout << n << endl;
```

- The word "nullptr"
- No compilation errors, but undefined behavior
- The address value 0
- No output; compiler error.

Question 6

1 / 1 pts

What is printed when you run this code?

```
int n{};
int *p;
*p = n;
cout << *p << endl;
```

- None of these
- The address value where *n* is stored
- No compilation errors, but undefined behavior when run
- Will not compile
- The value 0 (stored in n)

Question 7

1 / 1 pts

Assume that ***ppi*** correctly points to ***pi***. Which line prints the ***size*** (in bytes) of ***pi***?

```
int main()
{
    double pi = 3.14159;
    double *ppi;
    // code goes here
    // code goes here
}
```

- cout << sizeof(*pi);
- cout << sizeof(*ppi);
- cout << sizeof(&ppi);
- None of these
- cout << sizeof(ppi);

Question 8

1 / 1 pts

Assume that ***ppi*** correctly points to ***pi***. Which line prints the address of ***ppi***?

```
int main()
{
    double pi = 3.14159;
    double *ppi;
    // code goes here
    // code goes here
}
```

- None of these
- cout << π
- cout << ppi;
- cout << &ppi;
- cout << *ppi;

Question 9

1 / 1 pts

These pointers should point to "nothing". Which is not correctly initialized?

- vector<int> *vp(0);
- All are correctly initialized to point to nothing.
- double *pd{};

- `Star *ps = NULL;`
- `int *pi = nullptr;`

Question 10

1 / 1 pts

What is printed when you run this code?

```
int n{};
int *p;
*p = &n;
cout << *p << endl;
```

- The address value where ***n*** is stored
- The value 0 (stored in n)
- Will not compile
- None of these
- No compilation errors, but undefined behavior when run

Question 11

1 / 1 pts

What is true about this code?

```
int n{500};
int *p = &n;
```

- &p is the direct or explicit value of n
- &n is the indirect value of p
- &p represents the indirect value of n
- p stores the same value as n
- *p is the value of n

Question 12

1 / 1 pts

Assume that ***p1*** is a pointer to an integer and ***p2*** is a pointer to a second integer. Both integers appear inside a large contiguous sequence in memory, with ***p2*** storing a larger address. How many total integers are there in the slice between ***p1*** and ***p2***?

- `p2 - p1;`
- `p1 - p2 + 1;`
- None of these
- `p1 - p2;`
- `p2 - p1 - 1;`

Question 13

1 / 1 pts

Assume that p is a pointer to the first of 50 contiguous integers stored in memory. What is the address of the first integer appearing after this sequence of integers?

- `&p + 50;`
- `p + sizeof(int) * 50;`
- `p + 50;`
- `sizeof(p) + 50;`
- None of these

Question 14

1 / 1 pts

Here is the pseudocode for the ***greenScreen()*** function from your homework. What single statement sets the red, green and blue components to ***0***?

```
Let p point the beginning of the image
Set end to point just past the end
While p != end
    If *(p + 3) is 0 (transparent)
        Clear all of the fields
    Increment p by 4
```

- `*(p) = *(p + 1) = *(p + 2) = 0;`
- `*(p + 1) = *(p + 2) = *(p + 3) = 0;`
- None of these
- `&(p + 1) = &(p + 2) = &(p + 3) = 0;`
- `p = p + 1 = p + 2 = 0;`

Question 15

1 / 1 pts

Examine the following code. What is stored in ***a*** after it runs.

```
int f(int * p, int x)
{
    *p = x * 2;
    return x / 2;
}
. . .
int a = 3, b, c;
c = f(&b, a);
```

- 2
- 1
- Does not compile
- 6
- 3