

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	Attempt 2	18 minutes	14.67 out of 15
LATEST	Attempt 3	22 minutes	13 out of 15
	Attempt 2	18 minutes	14.67 out of 15
	Attempt 1	22 minutes	10.33 out of 15

Correct answers are hidden.

Submitted Jul 20 at 10:39pm



Question 1

0.5 / 0.5 pts

vector subscripts begin at 1 and go up to the vector size.

- ☐ True
- ☒ False

Question 2

0.5 / 0.5 pts

The declaration: `vector<int> v(10, 5);` is illegal.

- ☐ True
- ☒ False

Question 3

1 / 1 pts

Assume `vector<double> speed(5);` Which line throws a *runtime error*?

- ☐ `speed.erase(speed.begin());`
- ☐ `speed[0] = speed.back();`
- ☐ None of these
- ☒ `cout << speed.at(speed.size());`
- ☐ `speed.front() = 12;`

Question 4

1 / 1 pts

What prints?

```
vector<int> v{1, 2, 3, 4, 5};
v.pop_back();
cout << v.front() << endl;
```

- ☒ 1
- ☐ Nothing; compile-time error.
- ☐ 4
- ☐ 5
- ☐ Nothing; run-time error.

Question 5

1 / 1 pts

Which line of code can be added to print the value 4?

```
int main()
{
    struct S {int a, b; };
    vector<S> v;
    S s{3, 4};
    v.push_back(s);
    // Add code here
}
```

- ☐ `cout << v.b.at(0) << endl;`

☐ None of these

☐ cout << v.b << endl;

☐ cout << v[0][0] << endl;

☒ cout << v.at(0).b << endl;

Question 61 / 1 pts

Assume `vector<double> speed(5);` Which line throws a *runtime error*?

☐ `cout << speed[5];`

☐ `speed.erase(speed.begin());`

☐ `speed[0] = speed.back();`

☒ None of these

☐ `speed.front() = 12;`



Question 71 / 1 pts

What is stored in data after this runs?

```
vector<int> data{1, 2, 3};
data.pop_back();
```

☒ [1, 2]

☐ []

☐ [2, 3]

☐ [1, 2, 3]

☐ [1, 2, 3, 0]

☐ None of these

Question 81 / 1 pts

What is stored in data after this runs?

```
vector<int> data{1, 2, 3};
data.pop_back(0);
```

☐ [2, 3]

☐ [1, 2, 3]

☐ []

☐ [1, 2]

☒ None of these

☐ [1, 2, 3, 0]

Incorrect

Question 90 / 1 pts

Which of these are true?

```
int main()
{
    vector<int> v{1, 2, 3};
    for (size_t i = v.size() - 1; i >= 0; i--)
        cout << v.at(i) << " ";
    cout << endl;
}
```

☒ Prints 3 2 1

☐ Compiler error (does not compile)

☐ Crashes when run

☐ Issues a compiler warning, but no error

☒ Endless loop (may crash, but not necessarily)

Question 10

1 / 1 pts

Which of these are true?

```
int main()
{
    vector<int> v{1, 2, 3};
    for (auto i = v.size() - 1; i >= 0; i--)
        cout << v.at(i) << " ";
    cout << endl;
}
```

☒ Crashes when run

☐ Compiler error (does not compile)

☐ Endless loop (may crash, but not necessarily)

☒ Prints 3 2 1

☒ Issues a compiler warning, but no error



Question 11

1 / 1 pts

Examine the following code:

```
vector<int> v{1, 2, 3};
auto x = v.erase(begin(v));
```

What does x represent?

☒ An iterator that now refers to 2

☐ The code does not compile because erase() is a void function

☐ true if the value was erased and false otherwise

☐ The value that is erased (that is 1)

☐ None of these

Question 12

1 / 1 pts

To count the number of elements in a vector that match a particular value, use the STL function:

☐ minmax_element

☐ find

☒ count

☐ search

☐ count_if

Question 13

1 / 1 pts

Examine the following code. Which element is erased?

```
vector<int> v{1, 2, 3};
v.erase(begin(v) + 1);
```

☐ Does not compile

☐ Compiles but no element is erased

☐ 3

☒ 2

☐ 1

Incorrect

Question 14

0 / 1 pts

Examine the following code. Which element is erased?

```
vector<int> v{1, 2, 3};
v.erase(end(v));
```

☐ 2

☒ Does not compile

☐ 1

☐ 3

☐ Compiles but no element is erased

Question 15

1 / 1 pts

To count the number of elements in a vector that match a particular condition, use the STL function:

☐ minmax_element

☐ find

☐ search

☒ count_if

☐ count



Question 16

0.5 / 0.5 pts

Assume the vector `v` contains `[1, 2, 3]`. `v.erase(v.begin() + 2);` changes `v` to `[1, 2]`.

☒ True

☐ False

Question 17

0.5 / 0.5 pts

The statement `v.insert(v.begin(), 3)` inserts the element `3` into the vector `v`, shifting the existing elements to the right.

☒ True

☐ False