Q-17

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

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Attempt History

	Attempt	Time	Score
KEPT	Attempt 6	3 minutes	10 out of 10
LATEST	Attempt 6	3 minutes	10 out of 10
	Attempt 5	4 minutes	10 out of 10
	Attempt 4	7 minutes	10 out of 10
	Attempt 3	13 minutes	9 out of 10
	Attempt 2	14 minutes	9 out of 10
	Attempt 1	9 minutes	10 out of 10

Correct answers are hidden.

Submitted Jul 21 at 12:50pm

Question 1

1 / 1 pts

The value for the variable ***b*** is stored:

```
int a = 1;
void f(int b)
{
    int c = 3;
    static int d = 4;
}
```

- (•) on the stack
- ( ) The example does not provide enough information
- ( ) in the CPU machine registers
- ( ) in the static storage area
- ( ) on the heap

Question 2

1 / 1 pts

Which area of memory is your program code stored in?

- (•) Text
- ( ) Stack
- ( ) Uninitialized Data
- ( ) Initialized Data
- ( ) Heap

Question 3

1 / 1 pts

In C++, global variables are stored:

- ( ) in CPU registers
- ( ) on the stack
- ( ) on your hard disk
- ( ) on the heap
- (•) in the static storage area

Question 4

1 / 1 pts

The value for the variable ***c*** is stored:

```
int a = 1;
void f(int b)
{
    int c = 3;
    static int d = 4;
}
```

- ( ) on the heap

- The example does not provide enough information
- in the static storage area
- (selected) on the stack
- in the CPU machine registers

Question 5

1 / 1 pts

Which area of memory are global variables stored in?

- Stack
- Heap
- (selected) Static storage area
- Text

Question 6

1 / 1 pts

Which area of memory are global variables stored in?

- (selected) Static storage area
- Text
- Stack
- Heap

Question 7

1 / 1 pts

Which of the following lines is legal but **undefined**?

```
enum class Coin
{
   PENNY = 1, NICKEL = 5, DIME = 10, QUARTER = 25
};

Coin c;
```

- `c = QUARTER;`
- `c = Coin::QUARTER;`
- (selected) `c = static_cast<Coin>(.25);`
- `c = static_cast<int>(QUARTER);`

Question 8

1 / 1 pts

What prints when this code runs?

```
enum class Coin
{
   PENNY, NICKEL, DIME, QUARTER
};
cout << Coin::PENNY << endl;
```

- Does not compile; Cannot output enumerated members without overloaded operator.
- `0`
- `PENNEY`
- `Coin::PENNY`
- (selected) `1`

Question 9

1 / 1 pts

Which line assigns a dime to the variable c?

```
enum class Coin
{
   PENNY = 1, NICKEL = 5, DIME = 10, QUARTER = 25
};

Coin c;
```

- c = DIME;
- c = Coin::DIME;
- c = static_cast<Coin>(.25);
- c = static_cast<int>(DIME);

Question 10

1 / 1 pts

What is the correct prototype for the input operator?

```
enum class Suit
{
   HEARTS, SPADES, CLUBS, DIAMONDS
};
```

- istream& operator>>(istream& in, Suit& suit);
- istream& operator<<(istream& in, Suit& suit);
- istream& operator>>(istream& in, const Suit& suit);
- istream& operator>>(istream& in, Suit suit);