

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	Attempt 1	9 minutes	10 out of 10
LATEST	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 12:32pm



Question 1

1 / 1 pts

The value for the variable *a* is stored:

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

- ☐ on the heap
- ☐ in the CPU machine registers
- ☐ on the stack
- ☒ in the static storage area
- ☐ The example does not provide enough information

Question 2

1 / 1 pts

The value for the variable *d* is stored:

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

- ☐ on the heap
- ☐ on the stack
- ☐ The example does not provide enough information
- ☒ in the static storage area
- ☐ in the CPU machine registers

Question 3

1 / 1 pts

The value for the variable *a* is stored:

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

- ☐ The example does not provide enough information
- ☐ on the heap
- ☒ in the static storage area
- ☐ in the CPU machine registers
- ☐ on the stack

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;
}
```

☐ in the CPU machine registers

☒ on the stack

☐ in the static storage area

☐ on the heap

☐ The example does not provide enough information

Question 51 / 1 pts

Which area of memory are global variables stored in?

☐ Stack

☒ Static storage area

☐ Heap

☐ Text

Question 61 / 1 pts

The value for the variable *d* is stored:

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

☐ The example does not provide enough information

☐ on the stack

☒ in the static storage area

☐ on the heap

☐ in the CPU machine registers

Question 71 / 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 = Coin::DIME;

☐ c = DIME;

☐ c = static_cast<int>(DIME);

☐ c = static_cast<Coin>(.25);

Question 81 / 1 pts

What is the correct prototype for the input operator?

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

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



Incorrect

Question 9

0 / 1 pts

What prints when this code runs?

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

- ☒ Coin::PENNY
- ☐ Does not compile; Cannot output enumerated members without overloaded operator.
- ☐ PENNEY
- ☐ 1
- ☐ 0

Question 10

1 / 1 pts

What fragment of code should appear in the blank line below?

```
enum class Day
{
    SUN, MON, TUE, WED, THU, FRI, SAT
};

switch (dayOfWeek)
{
    . . .
    _____ : return "Tuesday";
    . . .
}
```

- ☐ if (dayOfWeek == TUE)
- ☒ case Day::TUE
- ☐ case TUE
- ☐ case 2