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 5	9 minutes	10 out of 10
LATEST	Attempt 5	9 minutes	10 out of 10
	Attempt 4	13 minutes	9.5 out of 10
	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 22 at 10:41pm

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;
```

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

Question 2

1 / 1 pts

The following is legal. Which is the correct way to access a data member in the `Rectangle` variable named `r`?

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

- ( ) None of these are correct
- ( ) `r{length}`
- ( ) `r[0]`
- ( ) `r->length`
- (•) `r.length`
- ( ) Either `r.length` or `r->length` will work

Question 3

1 / 1 pts

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

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

- ( ) `Rectangle r = new Rectangle();`
- ( ) None of these are correct
- ( ) `r Rectangle;`
- (•) `Rectangle r;`
- ( ) `Rectangle r();`

Question 4

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;
```

- ( ) None of these

- age
- empID
- salary
- lastName

Question 5

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"};
```

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

Question 6

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};
```

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

Question 7

1 / 1 pts

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

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

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

Question 8

0.5 / 0.5 pts

A structure definition creates a new variable.

- ( ) True

False

Question 9 0.5 / 0.5 pts

The following code is ***illegal***.

```
struct {int hours, seconds; } MIDNIGHT{0, 0};
```

True

False

Question 10 0.5 / 0.5 pts

User-defined types that combine multiple values into a single type are called ***structured*** types.

True

False

Question 11 0.5 / 0.5 pts

It is ***legal*** to include the same `struct` definition multiple times, as long as the definitions are exactly the same.

True

False

Question 12 0.5 / 0.5 pts

Structures data members must all be of the same type.

True

False

Question 13 0.5 / 0.5 pts

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

True

False