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 5	13 minutes	15 out of 15
LATEST	Attempt 5	13 minutes	15 out of 15
	Attempt 4	14 minutes	15 out of 15
	Attempt 3	12 minutes	14 out of 15
	Attempt 2	16 minutes	15 out of 15
	Attempt 1	21 minutes	14 out of 15

Correct answers are hidden.

Submitted Jul 22 at 11:37pm

Question 1

1 / 1 pts

What is printed when you run this code?

```
int num = 0;
int *ptr = &num;
num = 5;
*ptr += 5;
cout << num << " " << *ptr << endl;
```

- Undefined; none of these
- `10 5`
- **`10 10`**
- `5 10`
- `5 5`

Question 2

1 / 1 pts

What is printed when you run this code?

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

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

Question 3

1 / 1 pts

Assume that ***`ppi`*** correctly points to ***`pi`***. Which line prints the value stored inside ***`pi`***?

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

- `cout << &ppi;`
- `cout << ppi;`
- `cout << *pi;`
- None of these
- `cout << &pi;`

Question 4

1 / 1 pts

All of these are legal C++ statements; which of them uses the C++ ***dereferencing operator***?

```
int a = 3, b = 4;
```

- None of these use the dereferencing operator.
- `int *p = &b;`
- `z *= a;`
- `int y = a * b;`
- `int x = *p;`

Question 5

1 / 1 pts

What is printed when you run this code?

```
int n{};
int *p = &n;
*p = 10;
n = 20;
cout << *p << endl;
```

- The address of `n`
- None of these
- `20`
- `10`
- `0`

Question 6

1 / 1 pts

What is true about this code?

```
int * choice;
```

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

Question 7

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
}
```

- `cout << &pi;`
- None of these
- `cout << &ppi;`
- `cout << ppi;`
- `cout << *ppi;`

Question 8

1 / 1 pts

Which expression obtains the value that ***p*** points to?

```
int x(100);
int *p = &x;
```

- `*p`
- `&p`
- `*(&p)`
- `&(*p)`
- `p`

Question 9

1 / 1 pts

What is printed when you run this code?

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

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

Question 10

1 / 1 pts

Which of these is the preferred way to initialize a pointer so that it points to "nothing"?

- Star *ps = NULL;
- int *pi = nullptr;
- vector<int> *vp(NULL);
- double *pd = 0;
- All are equally preferred.

Question 11

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
}
```

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

Question 12

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);
```

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

Question 13

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 - 1;
- p1 – p2;

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

Question 14 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 + 50;`
- `p + sizeof(int) * 50;`
- `sizeof(p) + 50;`
- None of these

Question 15 1 / 1 pts

Examine the following code. What is stored in ***b*** 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
- 3
- 6
- 1
- Does not compile