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 4	13 minutes	9.5 out of 10
LATEST	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 10:30pm

Question 1

1 / 1 pts

Examine the following definition. `empID` is a _____.

```
struct Employee
{
   long empID;
   std::string lastName;
   double salary;
};
```

- instance variable
- None of these
- structure tag
- **data member**
- field
- type-id

Question 2

1 / 1 pts

The structure and variable definitions are fine. Which statements are legal?

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

- None of these are correct
- `if (big == small) . . .`
- `if (big.length == width) . . .`
- **`if (big.length == small.width) . . .`**
- `if (big != small) . . .`

Question 3

1 / 1 pts

The following is legal. Which changes the `length` data member inside the variable `big`?

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

- `big = {10};`
- None of these are correct
- `length = 10;`
- `big[0] = 10`
- **`big.length = 10;`**
- `Rectangle.length = 10;`

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
- ○ `salary`
- ○ `age`
- ◉ `lastName`
- ○ `empID`

Question 5

1 / 1 pts

Given the following structure and variable definitions, which data members are ***uninitialized***?

```
struct Employee
{
   long empID;
   std::string lastName;
   double salary;
   int age;
};

Employee bob;
```

- ☐ `lastName`
- ☑ `age`
- ☐ None of these
- ☑ `empID`
- ☑ `salary`

Question 6

1 / 1 pts

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

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

- ☑ `payment.cents = 5;`
- ☐ None of them
- ☐ `cout << Money.dollars;`
- ☐ `Money{1} = Money{0};`
- ☐ `payment{1} = 5;`
- ☑ `cout << payment.dollars;`

Question 7

1 / 1 pts

Given the following structure and variable definitions, which data members are ***uninitialized***?

```
struct Employee
{
   long empID{0};
   std::string lastName;
   double salary{0};
   int age = 0;
};

Employee bob;
```

- ○ `salary`
- ○ `lastName`
- ◉ None of them (compiles)
- ○ `age`
- ○ `empID`
- ○ None of them (does not compile)

Question 8 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 9 0.5 / 0.5 pts

Structures data members must all be of the same type.

- ○ True
- ◉ False

Question 10 0.5 / 0.5 pts

You may create a structure variable as part of a structure definition.

- ◉ True
- ○ False

Question 11 0.5 / 0.5 pts

Structures are ***heterogeneous*** data types.

- ◉ True
- ○ False

Question 12 0.5 / 0.5 pts

The following is an ***anonymous structure***.

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

- ◉ True
- ○ False

Incorrect **Question 13** 0 / 0.5 pts

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

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

- ◉ True
- ○ False