

Midterm 3 Study Guide

Due No due date Points 25 Questions 25 Time Limit 30 Minutes Allowed Attempts Unlimited

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Attempt History

	Attempt	Time	Score
KEPT	Attempt 16	30 minutes	24 out of 25
LATEST	Attempt 19	20 minutes	23 out of 25
	Attempt 18	30 minutes	21 out of 25
	Attempt 17	30 minutes	23.5 out of 25
	Attempt 16	30 minutes	24 out of 25
	Attempt 15	30 minutes	21 out of 25
	Attempt 14	30 minutes	23 out of 25
	Attempt 13	24 minutes	22 out of 25
	Attempt 12	16 minutes	24 out of 25
	Attempt 11	17 minutes	19 out of 25
	Attempt 10	17 minutes	22 out of 25
	Attempt 9	20 minutes	20 out of 25
	Attempt 8	21 minutes	20 out of 25
	Attempt 7	25 minutes	21.5 out of 25
	Attempt 6	25 minutes	21 out of 25
	Attempt 5	30 minutes	17 out of 25
	Attempt 4	21 minutes	23 out of 25
	Attempt 3	26 minutes	19.89 out of 25
	Attempt 2	30 minutes	22.5 out of 25
	Attempt 1	27 minutes	21 out of 25



ⓘ Correct answers are hidden.

Submitted Jul 18 at 11:32pm

Question 11 / 1 pts

The `class ____` is the base of the classes designed to handle exceptions.

- ☐ `class`
- ☐ `logic_error`
- ☐ `runtime_error`
- ☒ `exception`

Question 21 / 1 pts

A function template may be **defined** in a header file.

- ☒ True
- ☐ False

Question 31 / 1 pts

To use strings as a data stream source or sink, use the `<sstream>` header

- ☒ True
- ☐ False

Question 41 / 1 pts

Which of the following blocks is designed to catch any type of exception?

- ☐ `catch() { }`
- ☐ `catch(*) { }`
- ☐ `catch(exception) { }`
- ☒ `catch(...) { }`

Question 51 / 1 pts

Building your code with more than one copy of a function leads to a clash of symbols.

☒ True

☐ False

Question 61 / 1 pts

The C++11 standard library provides the function `stoi()` to convert a string to an integer. Which library is it found in?

☐ `iostream`

☐ `cnvt`

☒ `string`

☐ `cmath`

☐ None of these

Question 71 / 1 pts

The standard library version of `stoi("UB-40")` throws a runtime exception because there is no viable conversion.

☒ True

☐ False

Question 81 / 1 pts

Match each item with the correct standard header below.

Read and write characters to memory using streams

sstream

Connect a disk file to an input or output stream.

fstream

Use the predefined stream objects `cin` and `cout`

iostream

Determine the category of a character

cctype

Modify the way that memory is converted to characters on input or output

omanip



Incorrect

Question 90 / 1 pts

In the *flag-controlled-pattern*, you read data before the loop and at the end of the loop.

☒ True

☐ False

Question 101 / 1 pts

Assume `vector<double> speed(5);` Which line throws a *runtime error*?

☒ `cout << speed.at(speed.size());`

☐ `speed.erase(speed.begin());`

☐ `speed.front() = 12;`

☐ None of these

☐ `speed[0] = speed.back();`

Question 111 / 1 pts

Assume `vector<int> v;` Writing `cout << v.front();` is undefined.

☒ True

☐ False

Question 121 / 1 pts

The pop_back member function adds elements to the end of a vector.

☐ True

☒ False

Question 131 / 1 pts

Assume the vector v contains [1, 2, 3]. v.erase(v.begin()); changes v to [2, 3].

☒ True

☐ False

Question 141 / 1 pts

The built-in primitive data types such as int, char and double are **structured** data types.

☐ True

☒ False

Question 151 / 1 pts

Which of these are true?

```
int main()
{
    vector<int> v{1, 2, 3};
    for (auto i = v.size() - 1; i >= 0; i--)
        cout << v.at(i) << " ";
    cout << endl;
}
```

☐ Endless loop (may crash, but not necessarily)

☒ Prints 3 2 1

☐ Compiler error (does not compile)

☒ Crashes when run

☒ Issues a compiler warning, but no error

Incorrect

Question 160 / 1 pts

Assume that v contains [1, 2, 3]. The result of writing cout << v.at(4); is undefined.

☒ True

☐ False

Question 171 / 1 pts

When passing a structure variable to a function, use **const reference** if the function **should not** modify the actual argument.

☒ True

☐ False

Question 181 / 1 pts

The reinterpret_cast instruction is allowed any time you want to change the type of a pointer.

☐ True

☒ False

Question 191 / 1 pts

A forward reference can be used when you want to use a structure as a data member without first defining the entire structure.

☐ True

☒ False

Question 201 / 1 pts

What is printed when you run this code?

```
int *n(nullptr);
cout << *n << endl;
```

☒ No compilation errors, but undefined behavior

☐ No output; compiler error.

☐ The word "nullptr"

☐ The address value 0

Question 211 / 1 pts

Which array definition is illegal (even if it may compile on some compilers)?

```
int SIZE = 3;
int a1[SIZE];
int a2[3];
int a3[3]{};
int a4[] = {1, 2, 3};
int a5[3] = {1, 2};
```

☐ a2

☒ a1

☐ None of these

☐ a3

☐ a5

Question 221 / 1 pts

The allocated size of a built-in C++ array may be changed during runtime.

☐ True

☒ False

Question 231 / 1 pts

C++ arrays have no built-in functions for inserting and deleting.

☒ True

☐ False

Question 241 / 1 pts

Explicitly initializing an array like this: `int a[] = {1, 2, 3};` works in all versions of C++.

☒ True

☐ False

Question 251 / 1 pts

What is the term used to describe a variable which stores a memory address?

☒ pointer

☐ reference



<input type="radio"/> None of these
<input type="radio"/> lvalue
<input type="radio"/> rvalue

