

Take the Quiz Again

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	9 minutes	9 out of 10

Submitted Jul 20 at 11:14pm



Question 1

1 / 1 pts

What prints?

```
string s("hello");
try {
    auto x = s.at(s.size());
    cout << "one" << endl;
}
catch (const string& e) { cout << "two\n"; }
catch (exception& e)    { cout << "three\n"; }
catch (...)             { cout << "four\n"; }
```

- ☐ two
- ☐ one
- ☐ four
- ☒ three
- ☐ Undefined

Correct!

Question 2

1 / 1 pts

In a sequence of try/catch blocks, the last catch block of that sequence should be ____.

- ☐ catch(exception){ }
- ☐ catch(str){ }
- ☐ catch(int x){ }
- ☒ catch(...){ }

Correct!

Question 3

1 / 1 pts

What is correct for # 3?

```
int main()
{
    1 {
        string s = "hello";
        cout << s.at(5) << endl;
    }
    2 ( 3 e)
    {
        cout << e. 4 () << endl;
    }
}
```

- ☐ catch
- ☐ if
- ☒ exception&
- ☐ None of these
- ☐ while
- ☐ try
- ☐ what

Correct!

Question 4

1 / 1 pts

What prints?

```
string s("hello");
try {
    if (s.size() > 20) throw 42;
```

```
        if (isupper(s.back())) throw "goodbye";
        if (s == "Hello") throw string("hello");
        s.at(s.size()) = 'x';
        cout << "one\n";
    }
    catch (const int& e) { cout << "two\n"; }
    catch (const string& e) { cout << "three\n"; }
    catch (exception& e) { cout << "four\n"; }
    catch (...) { cout << "five\n"; }
```

☐ five

☐ Undefined

☐ two

☒ four

☐ three

☐ one



Question 5

0.5 / 0.5 pts

When you throw an exception, control immediately jumps out of the current try block.

Correct!

☒ True

☐ False

Question 6

0.5 / 0.5 pts

A catch block may handle exception classes, as well as errors where int or string are thrown.

Correct!

☒ True

☐ False

Question 7

0.5 / 0.5 pts

In C++, any class can be considered an exception class.

Correct!

☒ True

☐ False

Question 8

0.5 / 0.5 pts

A catch block may only handle objects from classes derived from exception or logic_error.

Correct!

☐ True

☒ False

Question 9

1 / 1 pts

Which call below produces 5?

```
template <typename T>
void addem(T a, T b)
{
    cout << a << " + " << b << "->"
        << (a + b) << endl;
}
```

Correct!

☐ addem(3, 2.5);

☒ addem<int>(3, 2.5);

☐ addem<double>(3, 2.5);

☐ addem(3.0, 2.5)

☐ None of these

Question 10

1 / 1 pts

Which line fails to work correctly?

```
template <typename T>
void print(const T& item)
{
    cout << item << endl;
}
```

Correct!

☒ None of these

☐ print(string("goodbye"));

☐ print("hello");

☐ print(3 + 2.2);

☐ print(2 + 2);



Question 11

0 / 1 pts

What is true about this code?

```
template <typename T, typename U>
T pickle(T& a, const U& b) {
    a += b;
    return b;
}

int main()
{
    auto x = 42.5;
    auto y = pickle(x, 5);
    cout << x << endl;
    cout << y << endl;
}
```

☐ No answer text provided.

☐ In main, x prints 47

You Answered

☒ In main, y prints 47.5

Correct Answer

☐ In main, y prints 5

Correct!

☒ In main, x prints 47.5

Question 12

0.5 / 0.5 pts

Calling a template function like `to_string<int>(3.5)` is known as implicit instantiation.

☐ True

Correct!

☒ False

Question 13

0.5 / 0.5 pts

Functions with generic parameters may use the keyword `class` or the keyword `typename` for their type parameters.

Correct!

☒ True

☐ False