```
#1 Code Trace:
               **********
//Header File
class A {
public:
      A(int = 0, int = 0);
      virtual void displayFunction() = 0;
      int x, y;
};
class B : public A {
public:
      B(int = 0, int = 0, int = 0);
      virtual void displayFunction();
private:
      int status;
};
class C : public B {
public:
      C(int = 0, int = 0);
      virtual void displayFunction();
private:
      int data1, data2;
};
//Source File *********************
A::A(int a, int b) {
      x = a; y = b;
}
B::B(int a, int b, int s) : A(a, b) {
      status = s;
}
void B::displayFunction() {
      cout << "C++ world!" << endl;</pre>
      else
             cout << "Java world!" << endl;</pre>
}
C::C(int a, int b) : B(a, b, 0) {
      data1 = a; data2 = b;
}
void C::displayFunction() {
      if (data2 == data1 && data1 < 0)</pre>
             cout << "Hello" << endl;</pre>
      else
             cout << "Goodbye" << endl;</pre>
```

}

```
int main(void) {
    vector<A*> myObjects;

    myObjects.push_back(new C(5, 5));
    myObjects.push_back(new B);
    myObjects.push_back(new C(-1, -1));
    myObjects.push_back(new B(10, -5));

    for (int i = 0; i < myObjects.size(); i++) {
        myObjects.at(i)->displayFunction();
    }
    return(0);
}
```

```
A. What is the output?
```

B. Please point to the polymorphism and provide a short explanation below.

C. What important task is missing here. Explain.

```
#2 Pointer Arithmetic
```

```
int digit[] = { 0,1,2,3,4,5,6,7,8,9 };
int* curPtr = digit;

cout << "line 1: " << *(curPtr + 2)*5 << endl;
cout << "line 2: " << *(curPtr + 3) + 5 << endl;
cout << "line 3: " << *(curPtr+=2) + *(curPtr + 3) << endl;</pre>
```

What is the output?

## #3 Recursive Trace

```
int function(int x) {
    if (x < 1)
        return 1;
    return function(x-2)+function(x-3);
}
int main(void) {
    cout << function(10) << endl;
    return(0);
}</pre>
```

What is the output?	