ostream& operator<< (ostream& out, const bigint& big) {</pre>

\$Id: cmps109-2015q1-exam1.mm,v 1.49 2015-01-27 16:47:30-08 \$				
page 1 page 2 page 3 Total/32	Please print clearly:			
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Neatness counts! Do your scratch work elsewhere and 1. Write a complete program. Print the message "He	computer; No email; No internet; No notes; No phone. It enter only your final answer into the spaces provided. 110, World!" to cout if no command line arguments are are given, print the message "Usage: hello" to cerr, and			
the queue uses the STL data structure deque. The op	the elements of the queue are strings. The representation of perations available to the user of a queue are push_back, pop_d. Types and references are to be consistent with the STL			
	nts out a queue with the elements in sequence from front to pace in front of the first or after the last element. [2]			
 Assuming the bigint project dealt only with unsigned the following function. [3/] using bigint = vector<unsigned char="">;</unsigned> 	ed numbers, but using the same representation, finish coding			

5. Write the function filter. It takes a pair of iterators into a vector and a predicate which determines which of the elements are good. It pushes all good elements onto the back of a list in the same order they appear in the vector. Ungood elements are ignored. [2]

```
using iter = vector<string>::const_iterator;
using isgood = bool (*) (const string&);
list<string> filter (iter begin, iter end, isgood p) {
```

- 6. Inheritance.
 - (a) Define a class base with an abstract virtual function called value that returns a size_t. [1]
 - (b) Define a class zero, derived from base, which overrides that virtual function, so that it always returns the value 0. [1/]
 - (c) Define a class str, derived from base, with a private string field and whose value function returns the size of the string. Do not show any members except those explicitly mentioned here. [21]

7. Define the function reverse which reverses elements in a linear data structure. Assume the template argument Iter is a bidirectional iterator, i.e., one for which both operator++ and operator-- are provided. [24]

```
template <typename Iter>
void reverse (Iter begin, Iter end) {
```

8. Define the function canonicalize which takes a vector of digits, as in the assignment, and removes all high-order zeros. If all digits are zeros, the vector should be emptied. [2/]

```
using bigint = vector<unsigned char>;
void canonicalize (bigint& big) {
```

Multiple choice. To the *left* of each question, write the letter that indicates your answer. Write Z if you don't want to risk a wrong answer. Wrong answers are worth negative points. [12 ν]

number of		× 1 =	= a
correct answers			
number of		× ½ =	= b
wrong answers			
number of		× 0 =	0
missing answers			
column total	12		= c
$c = \max(a - b, 0)$			

- 1. Which of the following programming errors will definitely crash a program?
 - (A) allowing memory leak
 - (B) an out-of-bounds subscript to a vector
 - (C) dereferencing a null pointer
 - (D) using uninitialized variables
- 2. Given string s; string t; which will compare two strings lexicographically?
 - (A) &s < &t
 - (B) *s < *t
 - (C) s < t
 - (D) strcmp (s, t) < 0
- 3. What is used to initialize a vector from the command line arguments, but not the program name?
 - (A) vector<string>
 - vs (&argv[0], argv[argc 1]);
 - (B) vector<string>
 - vs (&argv[0], argv[argc]);
 - (C) vector<string>
 - vs (&argv[1], argv[argc 1]);
 - (D) vector<string>
 - vs (&argv[1], argv[argc]);
- 4. What will define **vs** as a typename meaning the same as **vector**<**string**>?
 - (A) typedef vector<string> = vs;
 - (B) typedef vs = vector<string>;
 - (C) using vector<string> = vs;
 - (D) using vs = vector<string>;
- 5. In order to avoid explicitly qualifying library entities, what statement should follow the usual includes?
 - (A) import namespace standard;
 - (B) include namespace std;
 - (C) using namespace standard;
 - (D) using namespace std;

- 6. After the declaration int p = i; which statement will change the value of i?
 - (A) &p = i;
 - (B) *p = i;
 - (C) p = &i;
 - (D) p = i;
- 7. What is the preferred way to refer to a pointer that does not point at any object?
 - (A) 0
 - (B) NULL
 - (C) null
 - (D) nullptr
- 8. Which of the following STL classes manages memory via reference counting?
 - (A) auto_ptr
 - (B) shared_ptr
 - (C) smart_ptr
 - (D) unique_ptr
- 9. Which of the following forms of polymorphism should be used in C++ to replace union in C?
 - (A) conversion
 - (B) inheritance
 - (C) overloading
 - (D) templates
- 10. Which of the following operators can almost never by a member function?
 - (A) operator++
 - (B) operator->
 - (C) operator<<
 - (D) operator==
- 11. Which of the following containers has the least heap space overhead?
 - (A) deque
 - (B) list
 - (C) map
 - (D) vector
- 12. Which data structure is most likely as an implementation of the STL map?
 - (A) array of pointers
 - (B) double-ended queue
 - (C) hash table
 - (D) red-black tree