

Exercise 0 (6 points – 1 point per question – No program required)

1. A
2. A
3. A
4. C
5. A
6. C

References and Explanations:

In addition to the course book references cited below, these topics are also covered in the live lectures (in-class students) and the recorded lectures (online students).

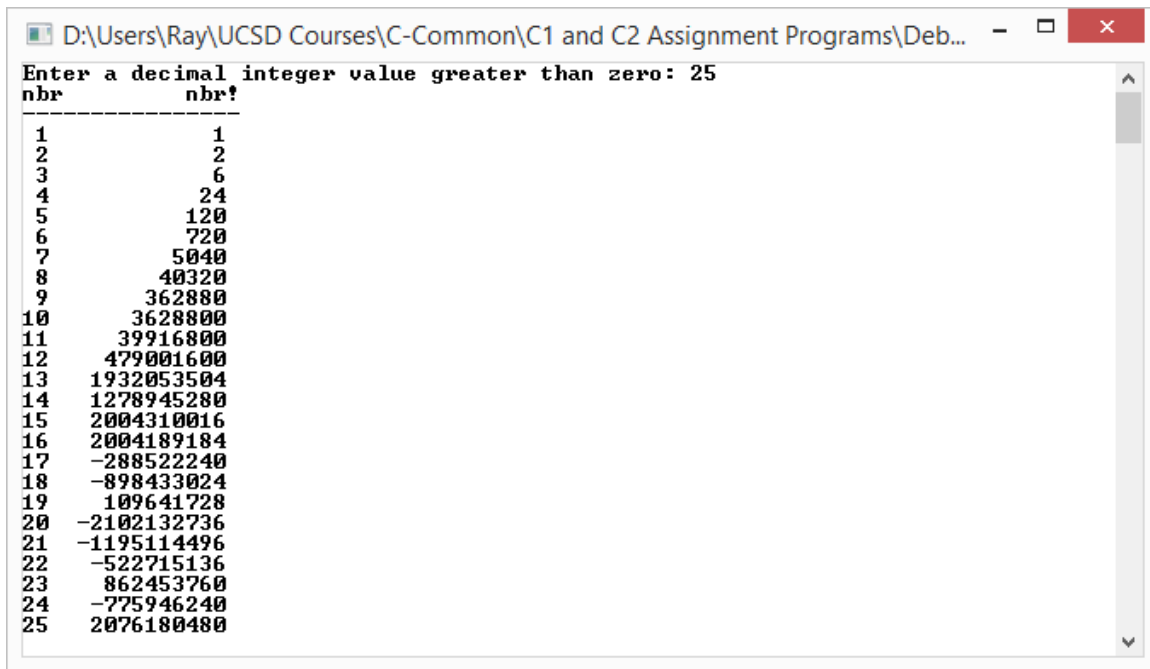
1. Note 3.2; The logical negation operator **!** (often pronounced “not” or “bang”) produces a type **int** value of either 1 or 0 in C and a type **bool** value of either **true** or **false** in C++. 1 (or **true**) will be produced if the operand of **!** is non-zero or true, while 0 (or **false**) will be produced if the operand is 0 or false. In the expression **!(6/3+2.2) + 3** the sub-expression **!(6/3+2.2)** has a value of 0 and a data type of **int**, resulting in the entire expression having a value of 3.
2. Notes 3.13, 3.14, 3.15; Indentation is only for human convenience and is completely ignored by the compiler. The rule that determines which **if** an **else** belongs to states that an **else** always belongs to the most recent non-braced **if**. In this quiz question the **else** in **else if (4 > 3)** belongs to the **if** in **if (6 > 5)**, while the final **else** belongs to the **if** in **else if (4 > 3)**.
3. Note 3.17; If there is no **break**, **return**, or **goto** statement at the end of the code associated with a **case** in a **switch** statement, execution will merely continue into the code associated with the next **case**.
4. Note 3.3; For all operators except the logical AND, logical OR, conditional, and comma, the order of sub-expression (operand) evaluation is unspecified. Because of this the compiler is free to call the two functions in this quiz question in either order, and that order may change between compiles if any of the code anywhere in the program is changed.
5. Note 3.2; The logical AND and logical OR operators ensure a guaranteed order of operand evaluation (left-to-right) and exhibit a property known as “short-circuiting”, which causes evaluation to cease as soon as the outcome is determined. In the expression **putchar('A') && putchar('B')** the left function call is made first, which prints the letter **A** and returns its non-zero value. Because any non-zero value is considered to be logically true, the function call on the right is then made, which prints the letter **B** and returns its non-zero value. Thus, **AB** gets printed.
6. Note 3.11; **sqrt(9.0), ++x, printf("123"), 25** is known as a “comma” expression. The value and data type of any comma expression is the value and data type of its rightmost operand. In this case that operand is 25, which is of data type **int**. Thus, the value and data type of the entire expression are 25 and **int**, respectively.

Exercise 1 (3 points – C Program)

```
1  /*
2
3  /*
4  * ...the usual title block Student/Course/Assignment/Compiler information goes here...
5  *
6  * This file contains function main, which attempts to compute and display a
7  * table of factorials from 1! through a user prompted value.
8  */
9
10 #include <stdio.h>
11 #include <stdlib.h>
12
13 /*
14 * Calculate and display a table of factorials from 1! through lastNbr!.
15 * Incorrect results will occur as the numbers get larger if the data type
16 * used to represent the result does not have the necessary range and
17 * precision.
18 *
19 * If a 16-bit integral type were used for variable factorial the first
20 * incorrect value would be at nbr = 8. If a 32-bit integral type were
21 * used the first incorrect value would be at nbr = 13. Using a "wider"
22 * integer type such as unsigned long long would increase the range somewhat
23 * and using type double would greatly increase the range but precision would
24 * be lost due to the number of digits needed. A special math library with
25 * integers of virtually unlimited length would be the most accurate fix but
26 * would also run slower and slower as the factorials got larger.
27 *
28 * Algorithm description:
29 *   1. Initialize both the factorial multiplier and the factorial result
30 *      to 1.
31 *   2. IF the factorial multiplier is less than or equal to the desired
32 *      factorial multiplier:
33 *      a. Multiply factorial result by the factorial multiplier; the product
34 *         becomes the new factorial result.
35 *      b. Display the factorial multiplier and the factorial result.
36 *      c. Increment the factorial multiplier.
37 *      d. Repeat from step 2.
38 */
39 int main(void)
40 {
41     long factorial;
42     int nbr, lastNbr;
43
44     printf("Enter a decimal integer value greater than zero: ");
45     scanf("%d", &lastNbr);
46     /* Print table header. */
47     printf("nbr      nbr!\n-----\n");
48     /* Loop to calculate and print each factorial. */
49     for (factorial = 1L, nbr = 1; nbr <= lastNbr; ++nbr)
50         /* Print the number and calculate and print its factorial. */
51         printf("%2d %11ld\n", nbr, factorial *= nbr);
52     return EXIT_SUCCESS;
53 }
```

C1A3E1 Screen Shot is on the next page...

C1A3E1 Screen Shot (Variable *factorial* was a 32-bit **long**.)



The screenshot shows a Windows application window titled "D:\Users\Ray\UCSD Courses\C-Common\C1 and C2 Assignment Programs\Deb...". The window contains a text-based interface for a program. At the top, it prompts the user to "Enter a decimal integer value greater than zero: 25". Below this, the program outputs a table of factorial values. The table has two columns, both labeled "nbr". The first column lists integers from 1 to 25. The second column lists the corresponding factorial values. The values for 1 through 12 are positive, while the values for 13 through 25 are negative, indicating an overflow or sign change in the calculation. The window has a standard Windows title bar with minimize, maximize, and close buttons.

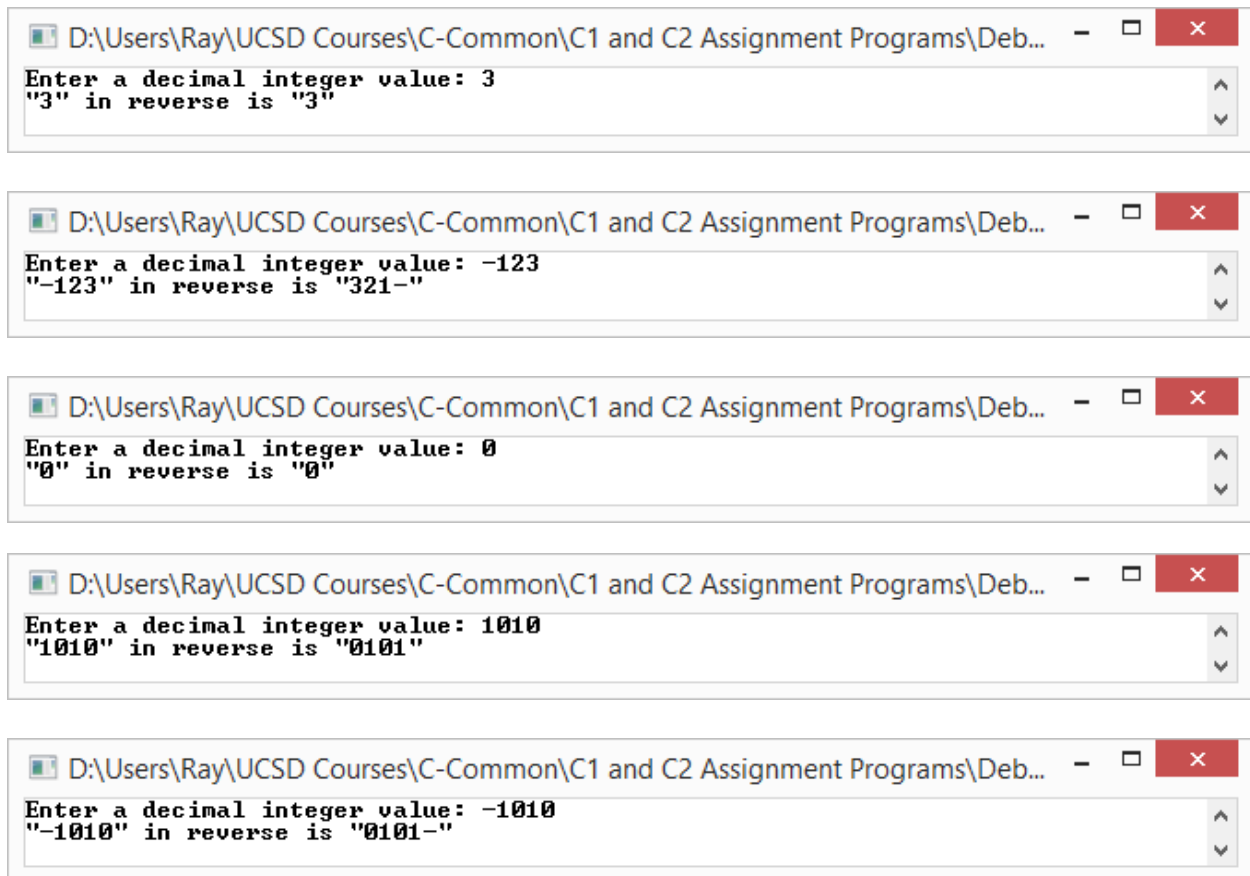
nbr	nbr!
1	1
2	2
3	6
4	24
5	120
6	720
7	5040
8	40320
9	362880
10	3628800
11	39916800
12	479001600
13	1932053504
14	1278945280
15	2004310016
16	2004189184
17	-288522240
18	-898433024
19	109641728
20	-2102132736
21	-1195114496
22	-522715136
23	862453760
24	-775946240
25	2076180480

Exercise 2 (5 points – C++ Program)

```
1 //
2 // ...the usual title block Student/Course/Assignment/Compiler information goes here...
3 //
4 // This file contains function main, which displays a user-prompted integer
5 // value in reverse.
6 //
7 //
8 //
9
10 #include <iostream>
11 #include <cstdlib>
12 using std::cin;
13 using std::cout;
14
15 const int RADIX = 10;          // radix of number system being used
16
17 //
18 // Prompt the user for an integer value then print the digits of that value
19 // in reverse order.  If the value is negative print a minus sign last.  For
20 // example, an input value of -0123 would result in an output of 321- while
21 // an input value of 000 would result in an output of 0.
22 //
23 // Algorithm description:
24 //
25 // This algorithm prints the digits an input value in reverse order and prints
26 // a minus sign last if the value is negative. Since it uses integer division,
27 // which is not portable if either operand is negative, the input value must
28 // first be tested and changed to positive if necessary. This positive form
29 // is referred to as the "number" below:
30 //
31 // 1. Modulo-divide the number by RADIX, thereby producing the least
32 //    significant digit (LSD), which is then displayed.
33 // 2. Divide the number by RADIX; the quotient becomes the new number,
34 //    which is the previous number with its LSD removed.
35 // 3. IF the new number is not equal to 0 repeat from step 1.
36 // 4. Display a minus sign if the original number was negative.
37 //
38 int main()
39 {
40     bool isNegative;
41     int theNumber;
42
43     cout << "Enter an integer value: ";
44     cin >> theNumber;
45     cout << "\" << theNumber << "\" in reverse is \"";
46     if (isNegative = theNumber < 0) // remember if is negative...
47         theNumber = -theNumber;    // ...and make positive
48     do                               // loop to print digits in reverse
49         cout << theNumber % RADIX;  // print least significant digit
50     while (theNumber /= RADIX);      // shift number right 1 digit & repeat
51     if (isNegative)                  // if original number was negative...
52         cout << '-';                // ...print sign
53     cout << "\"\n";
54     return EXIT_SUCCESS;
55 }
```

C1A3E2 Screen Shots are on the next page...

C1A3E2 Screen Shots



Exercise 3 (6 points – C++ Program)

```
1 //
2 // ...the usual title block Student/Course/Assignment/Compiler information goes here...
3 //
4 // This file contains function main, which displays a user-prompted integer
5 // value in words.
6 //
7
8
9
10 #include <iostream>
11 #include <cstdlib>
12 using std::cin;
13 using std::cout;
14
15 const int RADIX = 10;          // radix of number system being used
16
17 //
18 // Algorithm description:
19 //
20 // The algorithm used in the code displays a user decimal integer input value
21 // in words, one-at-a-time moving left-to-right. If the value is negative the
22 // word "minus" is displayed first. For example, an input value of -0123
23 // would result in a display of:
24 // "-123" in words is "minus one two three"
25 // while an input value of 000 would result in a display of:
26 // "0" in words is "zero"
27 // Since it uses integer division (both standard and modulo), which is not
28 // portable if either operand is negative (Note 2.8), the input value is
29 // tested and made positive if necessary. There are no nested loops, part A
30 // is completed before part B begins, and part B is completed before part C
31 // begins. Only one instance of the code is necessary for each part:
32 //
33 // Part A:
34 //   A1. Prompt the user, get his/her input, and output the display message
35 //       up to the point where the first word of the value is needed.
36 //   A2. If user input number is negative change it to positive and display
37 //       the word "minus", followed by a space.
38 //
39 // Part B ("for" loop is used):
40 //   Find a power of 10 divisor that will produce the most significant digit
41 //   (MSD) of the positive number as follows:
42 //       B1. Set a divisor variable to 1 and a dividend variable to a copy of
43 //           the number.
44 //       B2. If the value of the dividend is greater than 9:
45 //           a. Multiply the divisor by 10; the product becomes the new
46 //              divisor.
47 //           b. Divide the dividend by 10; the quotient becomes the new dividend.
48 //           c. Repeat from step B2.
49 //
50 // Part C ("do" loop is used):
51 //   Pick off the digits of the positive number left-to-right and display
52 //   them as words as follows:
53 //       C1. Divide the number by the divisor, which yields the MSD. Display
54 //           it as a word using a 10 case switch statement (see below).
55 //       C2. Multiply the MSD found in the previous step by the divisor and
56 //           subtract the result from the number; the difference becomes the
57 //           new number, which is merely the previous number with its MSD
```

```
1 //      removed.
2 //      C3. Divide the divisor by 10; the result becomes the new divisor.
3 //      C4. If the new divisor is not equal to 0, repeat from step C1.
4 //
5
6 int main()
7 {
8     cout << "Enter an integer value: ";
9     int theNumber;
10    cin >> theNumber;
11    cout << "\"" << theNumber << "\" in words is \"";
12    if (theNumber < 0)                // negative number
13    {
14        theNumber = -theNumber;      // make positive
15        cout << "minus ";            // print "minus"
16    }
17
18    // Find a divisor that will put the number's most significant digit
19    // in the units place.
20    int divisor = 1;
21    for (int dividend = theNumber; dividend > RADIX - 1; dividend /= RADIX)
22        divisor *= RADIX;            // increase divisor
23
24    // Pick off the digits and display as English words.
25    do
26    {
27        int msd = theNumber / divisor; // current msd
28        switch (msd)                  // to print msd
29        {
30            case 0: cout << "zero"; break;
31            case 1: cout << "one"; break;
32            case 2: cout << "two"; break;
33            case 3: cout << "three"; break;
34            case 4: cout << "four"; break;
35            case 5: cout << "five"; break;
36            case 6: cout << "six"; break;
37            case 7: cout << "seven"; break;
38            case 8: cout << "eight"; break;
39            case 9: cout << "nine"; break;
40        }
41        theNumber -= divisor * msd;    // delete msd
42        divisor /= RADIX;              // reduce divisor
43        if (divisor)
44            cout << ' ';              // add space between words
45    } while (divisor);                // repeat until divisor is 0
46    cout << "\\n";
47    return EXIT_SUCCESS;
48 }
```

C1A3E3 Screen Shots are on the next page...

C1A3E3 Screen Shots

