**Exercise 1**

**1. Every *C++* program starts at**

**a.** The main function

**b.** The first function

**c.** The executable

**d.** The first line of source code

**2. The *float* type is useful in situations where**

**a.** you will store small whole numbers

**b.** you will store numbers with a fractional part

**c.** you need an array

**d.** you need to compare strings

**3. Find the INCORRECT statement:**

**a.** Array indices start at zero

**b.** You use square brackets to index array elements

**c.** All arrays are structs

**d.** You use curly brackets to initialize array elements

**4. What is a *struct*?**

**a.** A way to store many variables of the same type

**b.** A number which may have a fractional part

**c.** A way to save memory

**d.** A way to group related variables together

**5. Given a *struct* called *Cat*, a variable of type *Cat* could be declared as:**

**a.** c = Cat;

**b.** Cat { c };

**c.** Cat c;

**d.** Cat = c;

**6. Which is the correct way to write a *struct* to represent a Monster, with a *position* and *name*?**

**a.** struct Monster = ( int x, int y, std::string name );

**b.** struct Monster { int x; int y; std::string name };

**c.** Monster { int x, int y, std::string name } = struct;

**d.** Monster = struct(int x; int y; std::string name);

**7. Given int x = 0. How would you add 2 to x?**

**a.** x += 2;

**b.** x++;

**c.** x++++;

**d.** x = 2;

**8. What does *break* do?**

**a.** Returns from a function

**b.** Exits the program

**c.** Pauses the program so you can inspect the value of variables

**d.** Ends the current loop

**9. Which *for loop* is correct?**

**a.** for ( int i = 0; i < 10; i++ ) { ... }

**b.** for { int i = 0, i < 10, i++ } { ... }

**c.** for ( int i = 0, i < 10, i++ ) { ... }

**d.** for { int i = 0; i++; i < 10 } { ... }

**10. Find the INCORRECT statement**

**a.** A function declaration tells the compiler about the function

**b.** A function parameter tells the compiler about a return value

**c.** Function definitions should always appear after their declaration

**d.** Use void when your function does not return a value