Başlangıç	28 April 2020, Tuesday, 14:37
Durum	Bitti
Tamamlanma	30 May 2020, Saturday, 17:21
Geçen süre	32 gün 2 saat
Puanlar	0,00/50,00
Not	Maksimum 10,00 üzerinden **0,00** (%**0**)

Soru 1
Cevaplanmadı
1,00 üzerinden işaretlenmiş

____ equivalence in type checking is when two objects are built in the same way using the same type constructors from the same simple types.

Lütfen birini seçin:
- ○ a. Referential
- ○ b. Structural
- ○ c. Simple
- ○ d. Constructor

Doğru cevap: Structural

Soru 2
Cevaplanmadı
1,00 üzerinden işaretlenmiş

____ is a term used for the type correctness of assignments.

Lütfen birini seçin:
- ○ a. Assignment linking
- ○ b. Backwards compatibility
- ○ c. Value assignment
- ○ d. Assignment compatibility

Doğru cevap: Assignment compatibility

Soru 3
Cevaplanmadı
1,00 üzerinden işaretlenmiş

____ types are sets whose elements are named and listed explicitly.

Lütfen birini seçin:
- ○ a. List
- ○ b. Array
- ○ c. Enumerated
- ○ d. Simple

Doğru cevap: Enumerated

Soru 4

Cevaplanmadı

1,00 üzerinden işaretlenmiş

____ types have no name.

Lütfen birini seçin:

- ○ a. User-defined
- ○ b. Generic
- ○ c. Variable
- ○ d. Anonymous

Doğru cevap: Anonymous

Soru 5

Cevaplanmadı

1,00 üzerinden işaretlenmiş

A data type is a(n) ____.

Lütfen birini seçin:

- ○ a. style of storage
- ○ b. set of values
- ○ c. encoding form
- ○ d. group of locations in memory

Doğru cevap: set of values

Soru 6

Cevaplanmadı

1,00 üzerinden işaretlenmiş

A(n) ____ type uses itself in its declaration.

Lütfen birini seçin:

- ○ a. enumerated
- ○ b. reference
- ○ c. recursive
- ○ d. bootstrap

Doğru cevap: recursive

Soru 7

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Explicit conversions are often referred to as ____.

Lütfen birini seçin:

- ○ a. narrowing conversions
- ○ b. casts
- ○ c. coercions
- ○ d. widening conversions

Doğru cevap: casts

Soru 8

Cevaplanmadı

1,00 üzerinden işaretlenmiş

If a type must be inferred by the translator, it is considered to be a(n) ____ type.

Lütfen birini seçin:

○ a. explicit

○ b. weak

○ c. implicit

○ d. strong

Doğru cevap: implicit

Soru 9

Cevaplanmadı

1,00 üzerinden işaretlenmiş

If information is maintained and checked at runtime, the checking is ____.

Lütfen birini seçin:

○ a. referential

○ b. dynamic

○ c. inferential

○ d. static

Doğru cevap: dynamic

Soru 10

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Implicit conversions are often referred to as ____.

Lütfen birini seçin:

○ a. type leaps

○ b. coercions

○ c. symbolic conversions

○ d. interpretive conversions

Doğru cevap: coercions

Soru 11

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In C, the Cartesian product type constructor is available as the ____ construction.

Lütfen birini seçin:

○ a. array

○ b. enumerator

○ c. structure

○ d. set

Doğru cevap: structure

Soru **12**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In Java, types constructed using type constructors are called ___ types.

Lütfen birini seçin:

○ a. integral

○ b. simple

○ c. primitive

○ d. reference

Doğru cevap: reference

Soru **13**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Languages without static type systems are usually called ___ languages.

Lütfen birini seçin:

○ a. reverse typed

○ b. untyped

○ c. strongly typed

○ d. weakly typed

Doğru cevap: untyped

Soru **14**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Ordinal data types in Ada are called ___ types.

Lütfen birini seçin:

○ a. discrete

○ b. scalar

○ c. simple

○ d. composite

Doğru cevap: discrete

Soru **15**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

The most general type possible for a polymorphic function with a given implementation is called its ___ type.

Lütfen birini seçin:

○ a. principal

○ b. base

○ c. general

○ d. specialized

Doğru cevap: principal

Soru 16

Cevaplanmadı

1,00 üzerinden işaretlenmiş

The primary data structure used to represent type attributes is called a type ____.

Lütfen birini seçin:

○ a. descriptor

○ b. constructor

○ c. definer

○ d. enumerator

Doğru cevap: descriptor

Soru 17

Cevaplanmadı

1,00 üzerinden işaretlenmiş

The process a translator goes through to determine whether the type information in a program is consistent is called type ____.

Lütfen birini seçin:

○ a. equivalence

○ b. checking

○ c. inference

○ d. constructing

Doğru cevap: checking

Soru 18

Cevaplanmadı

1,00 üzerinden işaretlenmiş

The process of attaching types to expressions is called type ____.

Lütfen birini seçin:

○ a. checking

○ b. construction

○ c. inference

○ d. equivalence

Doğru cevap: inference

Soru 19

Cevaplanmadı

1,00 üzerinden işaretlenmiş

To create a new data type that contains a subset of a known data type, the ____ mechanism is used.

Lütfen birini seçin:

○ a. product

○ b. anonymous union

○ c. intersection

○ d. subtype

Doğru cevap: subtype

Soru **20**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

To obtain the value of a location in memory referenced by a pointer, the pointer must be ____.

Lütfen birini seçin:
- ○ a. evaluated
- ○ b. dereferenced
- ○ c. retrieved
- ○ d. linked

Doğru cevap: dereferenced

Soru **21**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Type ____ algorithms determine if two separately declared types are the same.

Lütfen birini seçin:
- ○ a. enforcing
- ○ b. inference
- ○ c. comparison
- ○ d. equivalence

Doğru cevap: equivalence

Soru **22**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Type ____ are used to construct complex types from basic types.

Lütfen birini seçin:
- ○ a. assemblers
- ○ b. constructors
- ○ c. checkers
- ○ d. combiners

Doğru cevap: constructors

Soru **23**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Type declaration is the process of ____.

Lütfen birini seçin:
- ○ a. inferring new data types
- ○ b. naming new data types
- ○ c. creating type constructors
- ○ d. associating data types to identifiers

Doğru cevap: naming new data types

Soru **24**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

When a structured type is cast, the translation merely ____ the memory as a different type.

Lütfen birini seçin:
- ○ a. realigns
- ○ b. references
- ○ c. reallocates
- ○ d. reinterprets

Doğru cevap: reinterprets

Soru **25**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Which of the following languages has no explicit types or translation-time typing?

Lütfen birini seçin:
- ○ a. Scheme
- ○ b. Java
- ○ c. C++
- ○ d. Ada

Doğru cevap: Scheme

Soru **26**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

A narrowing conversion is an implicit conversion that may result in loss of data.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **27**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

A reference is the address of an object under control of the system, which cannot be used as a value or operated on in any way.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **28**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

A union is considered to be discriminated if a tag is added to the union to distinguish the type of the element.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **29**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Ada has a completely safe union mechanism, called a variant record.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **30**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Ada is a language with no explicit types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **31**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

All computer data is finite.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **32**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

All data types must be named.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **33**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Casts are permitted on structured types if they have identical sizes in memory.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **34**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Each type descriptor includes a field called a type form to identify the category of the data type.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **35**
Cevaplanmadı
1,00 üzerinden işaretlenmiş

Enumerated types are never ordered.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **36**
Cevaplanmadı
1,00 üzerinden işaretlenmiş

Every language comes with a set of predefined types from which all other types are constructed.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **37**
Cevaplanmadı
1,00 üzerinden işaretlenmiş

Explicit typing can be used to remove ambiguities in programs.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **38**
Cevaplanmadı
1,00 üzerinden işaretlenmiş

For multidimensional arrays, the column-major form of allocation can be used only if all array indices must be specified together.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **39**
Cevaplanmadı
1,00 üzerinden işaretlenmiş

Hindley-Milner type checking assigns type variables to all unnamed types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **40**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In a strongly typed programming language, the set of legal programs is a proper subset of the set of safe programs.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **41**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In Ada, simple data types are called scalar types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **42**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In C, types that are constructed using type constructors are called derived types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **43**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

In C/C++, multidimensional array declarations must have all but the first dimension specified.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **44**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Java does not allow dynamically sized arrays.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **45**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Pointers are often used in the creation of recursive types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **46**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Polymorphism allows names to have multiple types but does not allow for static type checking.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **47**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Static type checking occurs at runtime.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

Soru **48**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Static type information allows compilers to allocate memory efficiently.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **49**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

Subset types inherit operations from their parent types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Doğru'.

Soru **50**

Cevaplanmadı

1,00 üzerinden işaretlenmiş

The type system is the naming convention for data types.

Birini seçin:
- ○ Doğru
- ○ Yanlış

Doğru cevap 'Yanlış'.

ANA SAYFA ▶ DERSLERİM ▶ MÜHENDİSLİK FAK. ▶ BİLGİSAYAR MÜHENDİSLİĞİ ▶ CENG 202 ▶ KONU 9
▶ ÜNİTE 9 SORULAR

Başlangıç	23 Mayıs 2018, Çarşamba, 23:53
State	Finished
Tamamlanma	23 Mayıs 2018, Çarşamba, 23:53
Geçen süre	16 sn
Puanlar	0,00/50,00
Not	Maksimum 10,00 üzerinden **0,00** (%0)

SINAV GEZİNTİSİ

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50

Gözden geçirmeyi bitir

Question 1

Not answered

Marked out of 1,00

⚑ Flag question

A general form for a loop construct is given by Dijkstra's structure called the _____.

Select one:

○ a. guarded if

○ b. while loop

○ c. for loop

○ d. guarded do

The correct answer is: guarded do

Question 2

Not answered

Marked out of 1,00

⚑ Flag question

A(n) _____ is executed for its side effects and returns no value.

Select one:

○ a. statement

○ b. method

○ c. expression

○ d. function

The correct answer is: statement

Question 3

Not answered

Marked out of 1,00

⚑ Flag question

Ada uses a(n) _____ for its if-statements.

Select one:

○ a. closest nested first disambiguation

○ b. enclosing keyword

○ c. bracketing keyword

○ d. dynamic disambiguation rules

The correct answer is: bracketing
keyword

Question 4

Not answered

Marked out of 1,00

⚑ Flag question

An ambiguity in which it cannot be
determined which if statement that
should be associated with a single else
statement is called the _____ problem.

Select one:

○ a. nested-else

○ b. loose-else

○ c. dangling-else

○ d. ambiguous-else

The correct answer is: dangling-else

Question 5

Not answered

Marked out of 1,00

⚑ Flag question

Arguments are specified for use with
_____.

Select one:

○ a. expressions

○ b. unary operators

○ c. binary operators

○ d. functions

The correct answer is: functions

Question 6

Not answered

Marked out of 1,00

⚑ Flag question

Evaluating all operands before applying
operators is called _____ evaluation.

Select one:

○ a. normal order

○ b. short-circuit

○ c. applicative order

○ d. delayed

The correct answer is: applicative order

Question 7

Not answered

Marked out of 1,00

⚑ Flag question

If a program crashes, it fails the _____ test.

Select one:
- ○ a. structured organization
- ○ b. graceful exit
- ○ c. efficiency
- ○ d. robustness

The correct answer is: robustness

Question 8

Not answered

Marked out of 1,00

⚑ Flag question

If an exception is thrown and no handler is found in the block, control is passed to the next enclosing block in a process that is called _____ the exception.

Select one:
- ○ a. propagating
- ○ b. redirecting
- ○ c. transferring
- ○ d. throwing

The correct answer is: propagating

Question 9

Not answered

Marked out of 1,00

⚑ Flag question

If control resumes at the point where the exception was first raised, the _____ model is being used.

Select one:
- ○ a. termination
- ○ b. recovery
- ○ c. resumption
- ○ d. redemption

The correct answer is: resumption

Question 10

Not answered

Marked out of 1,00

⚑ Flag question

In a function, the operands are viewed as ____.

Select one:

○ a. arguments

○ b. operators

○ c. local variables

○ d. global variables

The correct answer is: arguments

Question 11

Not answered

Marked out of 1,00

⚑ Flag question

In C++, exception handlers are associated with ____ blocks.

Select one:

○ a. try-catch

○ b. catch-release

○ c. throw-catch

○ d. retry-handle

The correct answer is: try-catch

Question 12

Not answered

Marked out of 1,00

⚑ Flag question

In C, the ____ statement skips the remainder of the loop body and resumes execution with the next evaluation of the control expression.

Select one:

○ a. skip

○ b. update

○ c. continue

○ d. break

The correct answer is: continue

Question 13

Not answered

Marked out of 1,00

In the guarded if statement, the ____ are the Boolean expressions.

Select one:

○ a. testers

⚐ Flag question

○ b. predictors

○ c. guards

○ d. gatekeepers

The correct answer is: guards

Question 14

Not answered

Marked out of 1,00

⚐ Flag question

Sequence operators are used to _____.

Select one:

○ a. define a set of variables to declare

○ b. specify the execution order of code blocks

○ c. eliminate side effects

○ d. allow several expressions to be combined into a single expression and evaluated sequentially

The correct answer is: allow several expressions to be combined into a single expression and evaluated sequentially

Question 15

Not answered

Marked out of 1,00

⚐ Flag question

Stack unwinding occurs when an exception is thrown and control is _____.

Select one:

○ a. unable to resume

○ b. placed elsewhere on the stack

○ c. moved off the stack and onto the heap

○ d. exited back in search of a handler

The correct answer is: exited back in search of a handler

Question 16

Not answered

Marked out of 1,00

The advantage of postfix and prefix forms for expressions is that _____.

Select one:

Flag question

○ a. they follow strict rules of operator precedence

○ b. they follow strict rules that define associativity of operators

○ c. they do not allow unary operators

○ d. they do not require parentheses to express the order in which operators are applied

The correct answer is: they do not require parentheses to express the order in which operators are applied

Question 17

Not answered

Marked out of 1,00

Flag question

The for-loop construct provides for a(n) _____ expression, a test expression and an update expression.

Select one:

○ a. inferential

○ b. prefix

○ c. functional

○ d. initializer

The correct answer is: initializer

Question 18

Not answered

Marked out of 1,00

Flag question

The most closely nested rule is used to disambiguate _____.

Select one:

○ a. function calls

○ b. parameter references

○ c. if statements

○ d. nonlocal variable references

The correct answer is: if statements

Question 19

Not answered

Marked out of 1,00

When an error is thrown, a(n) _____ is executed to recover normal execution.

Select one:

Flag question

○ a. crash-prevention statement

○ b. exception handler

○ c. explicit control statement

○ d. recoverer

The correct answer is: exception handler

Question 20

Not answered

Marked out of 1,00

Flag question

_____ are an example of implicit control mechanisms.

Select one:

○ a. Do-Loops

○ b. Exception handlers

○ c. For-loops

○ d. Goto statements

The correct answer is: Exception handlers

Question 21

Not answered

Marked out of 1,00

Flag question

_____ code is code for a function body that is inserted directly at the point where the function would be called.

Select one:

○ a. Inline

○ b. Control

○ c. Substitution

○ d. Parameterized

The correct answer is: Inline

Question 22

Not answered

Marked out of 1,00

Flag question

_____ errors can occur at any moment, not necessarily in response to program code execution.

Select one:

○ a. Unpredictable

○ b. Synchronous

    ○ c. Unhandled

    ○ d. Asynchronous

The correct answer is: Asynchronous

Question 23

Not answered

Marked out of 1,00

⚑ Flag question

_____ evaluation stops once the truth value of a Boolean expression is known.

Select one:

    ○ a. Predictive

    ○ b. Optimized

    ○ c. Applicative order

    ○ d. Short-circuit

The correct answer is: Short-circuit

Question 24

Not answered

Marked out of 1,00

⚑ Flag question

_____ statements transfer control to and from sequences of statements.

Select one:

    ○ a. Relocation

    ○ b. Block

    ○ c. Control

    ○ d. Transfer

The correct answer is: Control

Question 25

Not answered

Marked out of 1,00

⚑ Flag question

_____ states that any two expressions in a program that have the same value may be substituted for each other anywhere in the program.

Select one:

    ○ a. Referential transparency

    ○ b. Mix-fix form

    ○ c. Normal order evaluation

    ○ d. Delayed evaluation

The correct answer is: Referential
transparency

Question 26

Not answered

Marked out of 1,00

⚐ Flag question

A language has referential transparency
when its expressions produce no side
effects.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 27

Not answered

Marked out of 1,00

⚐ Flag question

A sentinel-based loop is often used in
situations where a series of input values
must be processed.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 28

Not answered

Marked out of 1,00

⚐ Flag question

A unary operator can take one or more
operands.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 29

Not answered

Marked out of 1,00

⚐ Flag question

Alan Turing introduced the guarded if
statement.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 30

Not answered

Marked out of 1,00

⚑ Flag question

All languages restrict expressions from producing side effects.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'False'.

Question 31

Not answered

Marked out of 1,00

⚑ Flag question

An expression, in its pure mathematical form, produces side effects.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'False'.

Question 32

Not answered

Marked out of 1,00

⚑ Flag question

Bracketing keywords are used in the if statement to remove ambiguity.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 33

Not answered

Marked out of 1,00

⚑ Flag question

Delayed evaluation is sometimes called strict evaluation.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'False'.

Question 34

Exception handlers throw exceptions.

Not answered

Marked out of 1,00

⚑ Flag question

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'False'.

Question 35

Not answered

Marked out of 1,00

⚑ Flag question

Exception handling is an attempt to imitate in a programming language the features of a hardware interrupt or error trap.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 36

Not answered

Marked out of 1,00

⚑ Flag question

Functions are written in prefix form.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 37

Not answered

Marked out of 1,00

⚑ Flag question

If-expressions never have all of their subexpressions evaluated.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 38

Not answered

Marked out of 1,00

⚑ Flag question

If-operators are a special case of operators that delay evaluating their operands.

Select one:

◯ Doğru

○ Yanlış

The correct answer is 'True'.

Question 39

Not answered

Marked out of 1,00

⚑ Flag question

If-then-else is an example of a binary operator.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'False'.

Question 40

Not answered

Marked out of 1,00

⚑ Flag question

In a case statement, no two listed cases may have the same value after conversion.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'True'.

Question 41

Not answered

Marked out of 1,00

⚑ Flag question

In normal order evaluation, each operation begins its evaluation before its operands are evaluated.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'True'.

Question 42

Not answered

Marked out of 1,00

⚑ Flag question

In the absence of side effects, normal order evaluation does not change the semantics of a program.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'True'.

Question 43

Not answered

Marked out of 1,00

⚑ Flag question

Lisp requires all expressions to be fully parenthesized.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 44

Not answered

Marked out of 1,00

⚑ Flag question

Most languages use a mix-fix form that distributes the syntax of an if-then-else operator throughout the expression.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 45

Not answered

Marked out of 1,00

⚑ Flag question

Operators can be written in infix, postfix, or prefix notation.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 46

Not answered

Marked out of 1,00

⚑ Flag question

Synchronous errors occur in direct reaction to program execution.

Select one:

◯ Doğru

◯ Yanlış

The correct answer is 'True'.

Question 47

Not answered

Marked out of 1,00

⚑ Flag question

Syntactic sugar is a language construct that is completely expressible in terms of other constructs.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 48

Not answered

Marked out of 1,00

⚑ Flag question

The do statement ensures that the code of a loop is executed at least once.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 49

Not answered

Marked out of 1,00

⚑ Flag question

The termination model resumes control at the exact point an exception is first raised after it is handled.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 50

Not answered

Marked out of 1,00

⚑ Flag question

To exit a loop completely, the continue statement is used.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Gözden geçirmeyi bitir

Başlangıç	23 Mayıs 2018, Çarşamba, 23:56
State	Finished
Tamamlanma	23 Mayıs 2018, Çarşamba, 23:56
Geçen süre	11 sn
Puanlar	0,00/50,00
Not	Maksimum 10,00 üzerinden **0,00** (%0)

SINAV GEZİNTİSİ

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50

Gözden geçirmeyi bitir

Question 1

Not answered

Marked out of 1,00

⚑ Flag question

A procedure communicates with its calling environment through _____.

Select one:

○ a. shared memory

○ b. constants

○ c. local variables

○ d. parameters

The correct answer is: parameters

Question 2

Not answered

Marked out of 1,00

⚑ Flag question

A procedure communicates with the rest of the program through its parameters and through _____.

Select one:

○ a. nonlocal references

○ b. overloaded variables

○ c. functions

○ d. constants

The correct answer is: nonlocal references

Question 3

Not answered

Marked out of 1,00

⚑ Flag question

A procedure is defined by providing a(n) _____ and a body.

Select one:

○ a. name

⭘ b. error handler

⭘ c. activation record

⭘ d. interface

The correct answer is: interface

Question 4

Not answered

Marked out of 1,00

⚑ Flag question

A procedure with no nonlocal dependencies is considered to be in ____ form.

Select one:

⭘ a. closed

⭘ b. structured

⭘ c. independent

⭘ d. control

The correct answer is: closed

Question 5

Not answered

Marked out of 1,00

⚑ Flag question

A ____ is a mechanism in programming for abstracting a group of actions or computations.

Select one:

⭘ a. block

⭘ b. statement

⭘ c. procedure

⭘ d. method

The correct answer is: procedure

Question 6

Not answered

Marked out of 1,00

⚑ Flag question

Historically, the interpretation of pass by name arguments as functions to be evaluated was expressed by referring to them as ____.

Select one:

⭘ a. objects

⭘ b. chunks

⭘ c. thunks

○ d. expressions

The correct answer is: thunks

Question 7

Not answered

Marked out of 1,00

⚑ Flag question

If a parameter behaves as a constant value during execution, the parameter is passed ___.

Select one:

○ a. by type

○ b. by reference

○ c. by address

○ d. by value

The correct answer is: by value

Question 8

Not answered

Marked out of 1,00

⚑ Flag question

If the parameter becomes an alias for the argument, the parameter is passed ____.

Select one:

○ a. by type

○ b. by reference

○ c. by address

○ d. by value

The correct answer is: by reference

Question 9

Not answered

Marked out of 1,00

⚑ Flag question

In a(n) ____ environment, activation records are not removed as long as there are references to any of its local objects.

Select one:

○ a. type safe

○ b. fully static

○ c. fully dynamic

○ d. closed

The correct answer is: fully dynamic

Question 10

Not answered

Marked out of 1,00

🏳 Flag question

In a(n) _____ environment, all memory allocation can be performed at load time, and the location of all variables are fixed for the duration of program execution.

Select one:

○ a. universal

○ b. dynamic

○ c. fully static

○ d. global

The correct answer is: fully static

Question 11

Not answered

Marked out of 1,00

🏳 Flag question

Pass _____ copies in the parameter value, and at the end of execution, copies out the final value of the parameter.

Select one:

○ a. by value

○ b. by address

○ c. by value-result

○ d. by reference

The correct answer is: by value-result

Question 12

Not answered

Marked out of 1,00

🏳 Flag question

Reference counting is a form of _____.

Select one:

○ a. accessing nonlocal variables

○ b. allocating memory

○ c. tracking parameter use

○ d. reclamation of storage that is no longer referenced

The correct answer is: reclamation of storage that is no longer referenced

Question 13

Not answered

Marked out of 1,00

⚐ Flag question

The access link provides access to
_____.

Select one:

◯ a. parameters

◯ b. local variables

◯ c. imported variables

◯ d. nonlocal variables

The correct answer is: nonlocal
variables

Question 14

Not answered

Marked out of 1,00

⚐ Flag question

The group of actions in a procedure is
called the _____ of the procedure.

Select one:

◯ a. arguments

◯ b. activation record

◯ c. body

◯ d. parameters

The correct answer is: body

Question 15

Not answered

Marked out of 1,00

⚐ Flag question

The local variable _____ stores the
distance from the environment pointer.

Select one:

◯ a. distance

◯ b. pointer

◯ c. offset

◯ d. locator

The correct answer is: offset

Question 16

Not answered

Marked out of 1,00

The pointer to the previous activation
record is the _____ link.

Select one:

Flag question

a. reverse

b. history

c. return

d. control

The correct answer is: control

Question 17

Not answered

Marked out of 1,00

Flag question

The process of joining a block of free memory with immediately adjacent blocks to form a larger contiguous block of free memory is called _____.

Select one:

a. consolidation

b. defragmenting

c. coalescing

d. reference counting

The correct answer is: coalescing

Question 18

Not answered

Marked out of 1,00

Flag question

The _____ determines the allocation of memory.

Select one:

a. memory manager

b. stack

c. translator

d. environment

The correct answer is: environment

Question 19

Not answered

Marked out of 1,00

Flag question

The _____ environment houses global variables.

Select one:

a. universal

b. calling

c. dynamic

d. defining

The correct answer is: defining

Question 20

Not answered

Marked out of 1,00

⚐ Flag question

The ____ is the memory allocated for the local objects of a procedure block.

Select one:

○ a. activation heap

○ b. heap record

○ c. activation record

○ d. call record

The correct answer is: activation record

Question 21

Not answered

Marked out of 1,00

⚐ Flag question

The ____ maintains the location of the current activation record.

Select one:

○ a. stack register

○ b. environment pointer

○ c. stack pointer

○ d. activation pointer

The correct answer is: environment pointer

Question 22

Not answered

Marked out of 1,00

⚐ Flag question

Variables declared in the calling method are said to be in the ____ environment.

Select one:

○ a. defining

○ b. stack

○ c. static

○ d. calling

The correct answer is: calling

Question 23

____ are known as actual parameters.

Not answered

Marked out of 1,00

⚑ Flag question

Select one:

○ a. Normal parameters

○ b. Global variables

○ c. Arguments

○ d. Control statements

The correct answer is: Arguments

Question 24

Not answered

Marked out of 1,00

⚑ Flag question

_____ are used to revert control back to a method caller.

Select one:

○ a. Redirect-statements

○ b. Revert-statements

○ c. Return-statements

○ d. Control-statements

The correct answer is: Return-statements

Question 25

Not answered

Marked out of 1,00

⚑ Flag question

_____ occurs when multiple access links must be followed to arrive at a nonlocal variable.

Select one:

○ a. Access chaining

○ b. Lexical chaining

○ c. Environmental linking

○ d. Global linking

The correct answer is: Access chaining

Question 26

Not answered

Marked out of 1,00

⚑ Flag question

A call to a procedure transfers control to the beginning of the body of the called procedure.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 27

Not answered

Marked out of 1,00

⚑ Flag question

A procedure declaration creates a constant procedure value and associates a symbolic name with that value.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 28

Not answered

Marked out of 1,00

⚑ Flag question

A procedure is a mechanism for abstracting a group of actions or computations.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 29

Not answered

Marked out of 1,00

⚑ Flag question

A procedure specification includes its name, the names and types of its formal parameters and its return type, if any.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 30

Not answered

Marked out of 1,00

⚑ Flag question

An activation of a block cannot communicate with the rest of the program.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 31

Not answered

Marked out of 1,00

⚑ Flag question

An activation record is a stored log recording each time a procedure or function is activated.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'False'.

Question 32

Not answered

Marked out of 1,00

⚑ Flag question

Another name for activation record is stack record.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'False'.

Question 33

Not answered

Marked out of 1,00

⚑ Flag question

If a pointer is passed by value, the procedure cannot modify the contents of the pointer.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'False'.

Question 34

Not answered

Marked out of 1,00

⚑ Flag question

In Ada, parameters can be declared as `in` or `out`, but not both.

Select one:
○ Doğru
○ Yanlış

The correct answer is 'False'.

Question 35

Not answered

Marked out of 1,00

⚑ Flag question

In C and Java, parameters passed by value behave as local variables of the procedure.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 36

Not answered

Marked out of 1,00

⚑ Flag question

In pass by name parameter passing, arguments are not evaluated until their actual use as parameters in the procedure.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 37

Not answered

Marked out of 1,00

⚑ Flag question

In strongly typed languages, procedure calls must be checked so that the arguments agree in type and number with the parameters of the procedure.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 38

Not answered

Marked out of 1,00

⚑ Flag question

Mark and sweep is a lazy method of storage reclamation.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 39

Not answered

Marked out of 1,00

⚐ Flag question

Pass by name can be described as an advanced inlining process for procedures.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 40

Not answered

Marked out of 1,00

⚐ Flag question

Pass by name is included in all Algol60 descendants.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 41

Not answered

Marked out of 1,00

⚐ Flag question

Pass by reference is also known as copy-restore.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 42

Not answered

Marked out of 1,00

⚐ Flag question

Pass by value implies that changes cannot occur outside the procedure through the use of parameters.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 43

Pass by value is the default mechanism in C++ and Pascal.

Not answered

Marked out of 1,00

⚑ Flag question

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 44

Not answered

Marked out of 1,00

⚑ Flag question

Pass by value-result is also known as copy-in, copy-out.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 45

Not answered

Marked out of 1,00

⚑ Flag question

Procedures were first introduced when memory was scarce, as a way of splitting a program into small, separately compiled pieces.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 46

Not answered

Marked out of 1,00

⚑ Flag question

Recursion is allowed in Fortran77.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 47

Not answered

Marked out of 1,00

⚑ Flag question

Reference counting is a lazy method of storage reclamation.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'False'.

Question 48

Not answered

Marked out of 1,00

⚑ Flag question

When parameters are passed by value, the arguments are expressions that are evaluated at the time of the call, with the arguments' values becoming the values of the parameters during the execution of the procedure.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 49

Not answered

Marked out of 1,00

⚑ Flag question

When you define a procedure, the parameters you list in the interface are the formal parameters.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Question 50

Not answered

Marked out of 1,00

⚑ Flag question

You call a procedure by stating its name, together with arguments to the call.

Select one:

○ Doğru

○ Yanlış

The correct answer is 'True'.

Gözden geçirmeyi bitir