## CISS245: Advanced Programming Quiz q2701

Name:	YOUR EMAIL	Score:	

- Q1. In the answer box below, allocate memory for p and q to point to:
- (a) write one statement so that p points to an array of size 10 in the heap and
- (b) write one statement so that q points to the third value (i.e., index 2 value) of the array that p points to.

Answer:

```
double *p, *q;
```

Q2. The function below has memory issues. Fix the problem.

Answer:

```
void f()
{
    double * p = new double;
    char * q = new char[1024];
    // Write two statements below to fix the memory issues
    return;
}
```

Q3. There is an array with values 2, 3, 5, 7, 11 in the heap. A pointer p is pointing to the value 7 of this array. Complete the statement below so that q points to the value 3 in the above array.

Answer:

```
int * q = ;
```

Q4. Complete the following linear search function so that if p is returned, then p points to the first time target appears in the array with beginning address start and ending address end - 1. If target is not found, then NULL is returned.

Answer:

```
return ;
}
return ;
return ;
}
```

(This should be a straightforward translation of the linear search algorithm from CISS240. Do not change the algorithm other than translating it from array indexing to pointer scanning.)

## Instructions

In the file thispreamble.tex look for

\renewcommand\AUTHOR{}

and enter your email address:

\renewcommand\AUTHOR{jdoe5@cougars.ccis.edu}

(This is not really necessary since alex will change that for you when you execute make.) In your bash shell, execute "make" to recompile main.pdf. Execute "make v" to view main.pdf.

Enter your answers in main.tex. In the bash shell, execute "make" to recompile main.pdf. Execute "make v" to view main.pdf.

For each question, you'll see boxes for you to fill. For small boxes, if you see

```
1 + 1 = \answerbox{}.
```

you do this:

```
1 + 1 = \answerbox{2}.
```

answerbox will also appear in "true/false" and "multiple-choice" questions.

For longer answers that need typewriter font, if you see

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
\end{answercode}
```

you do this:

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
int x;
\end{answercode}
```

answercode will appear in questions asking for code, algorithm, and program output. In this case, indentation and spacing is significant. For program output, I do look at spaces and newlines.

For long answers (not in typewriter font) if you see

```
What is the color of the sky?
\begin{answerlong}
\end{answerlong}
```

vou can write

```
What is the color of the sky?
\begin{answerlong}
The color of the sky is blue.
\end{answerlong}
```

A question that begins with "T or F or M" requires you to identify whether it is true or false, or meaningless. "Meaningless" means something's wrong with the question and it is not well-defined. Something like "1+2=4" is either true or false (of course it's false). Something like "1+2=4?" does not make sense.

When writing results of computations, make sure it's simplified. For instance write 2 instead of 1 + 1.

HIGHER LEVEL CLASSES.

For students beyond 245: You can put LATEX commands in answerlong.

More examples of meaningless statements: Questions such as "Is  $42 = 1+_2$  true or false?" or "Is  $42 = \{2\}^{\{3\}}$  true or false?" does not make sense. "Is  $P(42) = \{42\}$  true or false?" is meaningless because P(X) is only defined if X is a set. For "Is 1+2+3 true or false?", "1+2+3" is well-defined but as a "numerical expression", not as a "proposition", i.e., it cannot be true or false. Therefore "Is 1+2+3 true or false?" is also not a well-defined question.

More examples of simplification: When you write down sets, if the answer is  $\{1\}$ , do not write  $\{1,1\}$ . And when the values can be ordered, write the elements of the set in ascending order. When writing polynomials, begin with the highest degree term.

When writing a counterexample, always write the simplest.