On the bubble sheet, please write your full name (as it would appear in D2L). You do not need to fill out any of the other fields (ID, section, etc.). Answer the following questions on the bubble sheet:

1. Suppose I declare an array like so:

```
double nums[99];
How many slots for doubles does nums have?
  A. 0
  B. 99
  C. 100
  D. 101
  E. we don't know
2. When the following C code is run, what is printed?
#include <stdio.h>
void func1(int x) {
    x++;
}
int main(void) {
    int x = 100;
    func1(x);
    printf("x is %d\n", x);
    return(0);
  A. x is 100
  B. x is 101
3. When the following C code is run, what is printed?
#include <stdio.h>
void func1(int x[]) {
    x[0]++;
}
int main(void) {
    int x[] = \{100\}; // this creates an array of size 1 with 100 in the first slot
    func1(x);
    printf("x[0] is %d\n", x[0]);
    return(0);
}
  A. x[0] is 100
  B. x[0] is 101
4. Suppose a variable x is declared like so:
int x = 5;
What C command would produce a pointer to x?
  A. ptr(x)
  B. *x
  C. &x
  D. x*
```

5. Suppose the file input.txt has 5 doubles. If I write my C program read.c to read in the doubles using scanf and compile my program into an executable called read, which of the following would allow me to read in the

E. It's not possible to create a pointer to x because it was not declared as a pointer

doubles from input.txt?

```
A. ./read(input.txt)
```

```
B. ./read < input.txt
C. ./read input.txt</pre>
```

- D. ./input.txt
- E. ./read
- 6. Suppose the file input.txt has 5 doubles. If I write my C program read.c to read in the doubles using fscanf and compile my program into an executable called read, which of the following would allow me to read in the doubles from input.txt?
 - A. ./read(input.txt)
 - B. ./read < input.txt
 - C. ./read input.txt
 - D. ./input.txt
 - E. ./read
- 7. Consider the following variable declaration:

```
int *num;
```

What is the data type of num?

- A. int
- B. pointer to an int
- C. it hasn't been initialized so it doesn't have a data type yet
- 8. Suppose the function add is defined as:

```
void add(int a, int b, int* result) {
    *result = a + b;
}
```

And suppose we have variables x, y, and sum as follows:

```
int x = 10, y = -2, sum;
```

How can we call the function add so that the variable sum will hold the value 8 after it is run?

- A. add(*x, *y, *sum)
- B. result = add(x, y)
- C. add(x, y, *sum)
- D. add(x, y, &sum)
- E. add(&x, &y, &sum)
- 9. What does the sizeof function do?
 - A. Gives the size in bytes of a variable
 - B. Gives the number of slots in an array
 - C. Gives the amount of data that a pointer points to
- 10. Is a segmentation fault a compile-time error (syntax error) or a runtime error?
 - A. Compile-time error
 - B. Runtime error