



Week 1 Quiz

TOTAL POINTS 10

1. One of these statements below is true and the other three are false. Which one is true? 1 point
 - ☐ Every function in C++ must return a value.
 - ☐ Every variable in C++ holds either an integer, a character, a Boolean or a floating point value (of some precision).
 - ☐ Every variable in C++ has to be associated with a specific type
 - ☐ A Boolean variable can only be assigned a value from this set of three reserved words: {true, false, undefined}.

2. According to the C++ standard, what is the name of the function is the starting point for a program? 1 point
 - ☐ main()
 - ☐ start()
 - ☐ begin()
 - ☐ init()

3. One of these statements below is true and the other three are false. Which one is true? 1 point
 - ☐ A class can consist of multiple member data variables of different types, but each member variable must be one of the built-in types.
 - ☐ A class can consist of multiple member data variables, but all must be of the same type.
 - ☐ A class can consist of multiple member data variables, but the type of each data variable does not need to be specified until the class is used to declare a variable.
 - ☐ A class can consist of multiple member data variables of different types, but each type must be specified when the class is defined.

4. One of these statements below is true and the other three are false. Which one is true? 1 point
 - ☐ The member data variables in a class can only be accessed by the member functions of that class.
 - ☐ Any functions that operate on a class's member data variables must be implemented independent of the class in a separate .cpp file.
 - ☐ The member functions of a class can only operate on member data variables of that class.
 - ☐ The member functions of a class always have access to every member data variable of that class.

5. Which C++ directive is used to insert the contents of another file at the current location while processing the current file? 1 point
 - ☐ #library
 - ☐ #include
 - ☐ #using
 - ☐ #import

6. Given only the following code:

1 point

```
1 namespace uiuc {  
2     class Pair {  
3         double a,b;  
4     };  
5 }
```

which of the following syntax can be written outside of the namespace declaration to properly create a variable named "p" of type Pair?

- ☐ (uiuc) Pair p;
- ☐ uiuc/Pair p;
- ☐ uiuc::Pair p;
- ☐ Pair p;

7. Which keyword is used to indicate which namespace(s) to search to find classes and variables when they are referenced throughout the rest of the program?

1 point

- ☐ using
- ☐ uiuc
- ☐ namespace
- ☐ std

8. Why do we use namespaces in C++ programming?

1 point

- ☐ Because two different libraries might use the same label for a class or variable
- ☐ Because all variable and class names must be defined using a namespace.
- ☐ Because it allows a library to claim a variable or class name that cannot be used by any other library.
- ☐ Because all references to variable and class names must be made through namespace.

9. What is the namespace of the C++ Standard Library?

1 point

- ☐ stdio
- ☐ cstl
- ☐ std
- ☐ csl

10. Which operator is used to send a sequence of strings, numbers and other values to the standard library's cout object in a specific order so that they will be printed to the console?

1 point

- ☐ <<
- ☐ +
- ☐ =
- ☐ &



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