11/11/2021 1

QUIZ #1

NAME/SURNAME	
NUMBER	
HONOR CODE	
SIGN	

QUESTION: Indicate whether the codes written in C++ below will work correctly. If it works correctly, write the screen output, otherwise write the error.

	PROGRAM CODE	COMPILES? [YES/NO]	IF YES – OUTPUT IF NO – EXPLAIN WHY?
(a)	<pre>#include <iostream> using namespace std; int main() { int x = 4; int y = 9; cout << ++(x+y);</iostream></pre>		
(1)	return 0; }		
(b)	<pre>#include <iostream> using namespace std; int main() { int x = 5; int y = 8; if (y == 8) if (x == 5) cout << "%%%" << endl; else cout << "###" << endl; cout << "***" << endl; cout << "*** << endl; cout << "*** << endl; cout << "*** << endl; cout << "** << endl; cout << endl; cout << "** << endl; cout << en</iostream></pre>		

11/11/2021 2

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(c)
        #include <iostream>
        using namespace std;
        int main()
            unsigned int x = 1;
            unsigned int total;
            while ( x <= 10 )</pre>
                total += x;
                ++x;
            return 0;
(d)
        #include <iostream>
        using namespace std;
        int main()
            unsigned int x = 1;
            while ( x \le 10 );
                ++x;
                cout << x << endl;
            return 0;
(e)
        #include <iostream>
        using namespace std;
        int main()
            unsigned int x = 1;
            for ( double y = 0.1; y != 1.0; y += .1 )
                cout << y << endl;
            return 0;
```

11/11/2021 3

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(f)
        #include <iostream>
        using namespace std;
        int main()
            int n = 3;
            while (n \ge 0)
               cout << n * n << endl;
                --n;
            cout << n << endl;
            while (n < 4)
              cout << ++n << endl;
            cout << n << endl;</pre>
(g)
       #include <iostream>
       using namespace std;
       int main()
           unsigned int count = 1;
           while ( count <= 10 )</pre>
                cout << ( count % 2 ? "***" : "+++" )
                 << endl;</pre>
               ++count;
           return 0;
```

