* **Question 1**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | In C++ 11, the **dynamic** keyword tells the compiler to determine the variable's data type from the initialization value. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect True | | Answers: | True | |  | Correct False |  |  |  | | --- | --- | | Response Feedback: | (auto) See 2.12 Variable Assignments and Initialization. | |  |  |  |

* **Question 2**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | If you attempt to store data past an array's boundaries, it is guaranteed that the compiler will issue an error. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 3**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | If you want to know the length of the string that is stored in a string object, you can call the object's **size** member function. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect True | | Answers: | True | |  | Correct False |  |  |  | | --- | --- | | Response Feedback: | See 3.8 Working with Characters and string Objects | |  |  |  |

* **Question 4**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The following code correctly determines whether x contains a value in the range of 0 through 100:  if (x >= 0 && <= 100) |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 5**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | The setprecision manipulator cannot be used to format data written to a file. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect True | | Answers: | True | |  | Correct False |  |  |  | | --- | --- | | Response Feedback: | See 12.2 File Output Formatting | |  |  |  |

* **Question 6**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A local variable and a global variable may not have the same name within the same program. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 7**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Floating point literal constants are stored in memory as doubles. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 8**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | An expression that has any value other than 0 is considered true by an **if** statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 9**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The variable **3dGraph** is a valid identifier name. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 10**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | The **getstring** function is used to read strings with embedded spaces. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect False | | Answers: | Correct True | |  | False |  |  |  | | --- | --- | | Response Feedback: | (getline) See 3.8 Working with Characters and string Objects | |  |  |  |

* **Question 11**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | It is not possible to define a file stream object and open a file in one statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 12**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A semicolon is used at the end of every C++ programming statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 13**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | The default section is required in a switch statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect True | | Answers: | True | |  | Correct False |  |  |  | | --- | --- | | Response Feedback: | See 4.14 The switch Statement | |  |  |  |

* **Question 14**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | In C++ 11, you cannot use a range-based for loop to modify the contents of an array unless you declare the range variable as a reference. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect False | | Answers: | Correct True | |  | False |  |  |  | | --- | --- | | Response Feedback: | See 7.5 The Range-Based for Loop | |  |  |  |

* **Question 15**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | If the sub-expression on the left side of the || operator is true, the expression on the right side will not be checked. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 16**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When passing a file stream object to a function, you should always pass it by reference. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 17**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | If an array is partially initialized, the uninitialized elements will be set to zero. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect False | | Answers: | Correct True | |  | False |  |  |  | | --- | --- | | Response Feedback: | See 7.4 Array Initialization | |  |  |  |

* **Question 18**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | The update expression of a **for** loop can contain more than one statement, e.g. counter++, total+= sales. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect False | | Answers: | Correct True | |  | False |  |  |  | | --- | --- | | Response Feedback: | See 5.6 The for Loop | |  |  |  |

* **Question 19**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When a program uses the **setw** manipulator, the **iosetwidth** header file must be included in a preprocessor directive. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 20**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When you pass an array as an argument to a function, the function can modify the contents of the array. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 21**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The **break** statement can be used in loops and the switch statement. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 22**

0 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | If you want to stop a loop from going through the rest of its iterations, the **continue** statement may be used. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect True | | Answers: | True | |  | Correct False |  |  |  | | --- | --- | | Response Feedback: | See 5.12 Optional Topics: Breaking and Continuing a Loop | |  |  |  |

* **Question 23**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The **preprocessor** executes after the **compiler**. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 24**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A **static** variable that is defined within a function is initialized only once, the first time the function is called. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 25**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The term **bit** stands for binary digit. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 26**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | In C++, key words are written in all lowercase letters. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 27**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The % operator can only be used with integer data types. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct True | | Answers: | Correct True | |  | False | |  |  |  |

* **Question 28**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Machine language is an example of a high-level language. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 29**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Local variables are initialized to zero by default. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

* **Question 30**

2 out of 2 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | It is not possible for a function to have some parameters with default arguments and some without. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Answers: | True | |  | Correct False | |  |  |  |

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* **Question 1**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | This function in C++ allows you to identify how many bytes of storage on your computer system an integer data value requires. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  sizeof | | Answers: | len | |  | bytes | |  | f(x) | |  | Correct  sizeof | |  |  |  |

* **Question 2**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Which statement is equivalent to the following:  number = number + 1; |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  All of the above | | Answers: | ++number; | |  | number += 1; | |  | number++; | |  | Correct  All of the above | |  |  |  |

* **Question 3**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | If you leave out the size declarator in an array definition: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  you must furnish an initialization list | | Answers: | Correct  you must furnish an initialization list | |  | you are not required to initialize the array elements | |  | all array elements default to zero values | |  | your array will contain no elements | |  |  |  |

* **Question 4**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A function \_\_\_\_\_\_\_\_ contains the statements that make up the function. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  definition | | Answers: | Correct  definition | |  | prototype | |  | call | |  | expression | |  |  |  |

* **Question 5**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | In a C++ program, two slash marks ( // ) indicate: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  The beginning of a comment | | Answers: | Correct  The beginning of a comment | |  | The end of the program | |  | The beginning of a block of code | |  | An escape sequence | |  |  |  |

* **Question 6**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When used as parameters, these types of variables allow a function to access the parameter's original argument. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  reference | | Answers: | Correct  reference | |  | floating-point | |  | counter | |  | undeclared | |  |  |  |

* **Question 7**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The \_\_\_\_\_\_\_\_ of a variable is limited to the block in which it is declared. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  scope | | Answers: | precedence | |  | associativity | |  | Correct  scope | |  | branching ability | |  |  |  |

* **Question 8**

0 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | The \_\_\_\_\_\_\_\_ operator always follows the cin object, and the \_\_\_\_\_\_\_\_ operator follows the cout object. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  insertion, extraction | | Answers: | binary, unary | |  | conditional, binary | |  | Correct  >>, << | |  | <<, >> | |  | insertion, extraction |  |  |  | | --- | --- | | Response Feedback: | See 2.2 The cout Object and 3.1 The cin Object | |  |  |  |

* **Question 9**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | What is the value of the following expression?  true && false |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  false | | Answers: | true | |  | Correct  false | |  | -1 | |  | +1 | |  |  |  |

* **Question 10**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The individual values contained in array are known as \_\_\_\_\_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  elements | | Answers: | parts | |  | Correct  elements | |  | numbers | |  | constants | |  |  |  |

* **Question 11**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When a relational expression is false, it has the value \_\_\_\_\_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  zero | | Answers: | one | |  | Correct  zero | |  | zero, one, or minus one | |  | less than zero | |  |  |  |

* **Question 12**

0 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | In a function prototype, all of the following are needed, except: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  data type of the return value | | Answers: | data type(s) of the parameters | |  | data type of the return value | |  | the name of function | |  | Correct  names of parameter variables |  |  |  | | --- | --- | | Response Feedback: | See 6.3 Function Prototypes | |  |  |  |

* **Question 13**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Which of the following is a preprocessor directive? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  #include <iostream> | | Answers: | cin >> rate; | |  | // This program calculates the user's pay. | |  | int main() | |  | Correct  #include <iostream> | |  |  |  |

* **Question 14**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | This statement may be used to stop a loop's current iteration and begin the next one: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  continue | | Answers: | break | |  | terminate | |  | re-iterate | |  | Correct  continue | |  |  |  |

* **Question 15**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | A variable's \_\_\_\_\_\_\_\_ is the part of the program that has access to the variable. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  scope | | Answers: | data type | |  | value | |  | Correct  scope | |  | range | |  |  |  |

* **Question 16**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When a file is opened, the file stream object's "read position" is \_\_\_\_\_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  at the beginning of the file | | Answers: | at the end of the file | |  | Correct  at the beginning of the file | |  | nonexistent, until the programmer declares it | |  | in the middle of the file | |  |  |  |

* **Question 17**

0 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | All stream objects have \_\_\_\_\_\_\_\_, which indicate the condition of the stream. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  markers | | Answers: | Correct  error state bits | |  | condition statements | |  | markers | |  | intrinsic error messages |  |  |  | | --- | --- | | Response Feedback: | See 12.4 More Detailed Error Testing | |  |  |  |

* **Question 18**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | To access files from a C++ program, you must use this directive: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  #include <fstream> | | Answers: | #include<fileaccess> | |  | #include <filestream> | |  | Correct  #include <fstream> | |  | #include <iostream> | |  |  |  |

* **Question 19**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | What will the following code display:  int numbers[] = { 99, 87, 66, 55, 101 };  for (int i = 1; i < 4; i++)  cout << numbers[i] << endl; |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  87 66 55 | | Answers: | 99 87 66 55 101 | |  | 87 66 55 101 | |  | Correct  87 66 55 | |  | Nothing. This code has an error. | |  |  |  |

* **Question 20**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When a variable is assigned a number that is too large for its data type, it: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  overflows | | Answers: | underflows | |  | Correct  overflows | |  | causes a compile-time error | |  | causes a run-time error | |  |  |  |

* **Question 21**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | Every complete C++ program must have a \_\_\_\_\_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  function named main | | Answers: | comment | |  | Correct  function named main | |  | preprocessor directive | |  | cout statement | |  |  |  |

* **Question 22**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | This function causes a program to terminate, regardless of which function or control mechanism is executing. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  exit() | | Answers: | terminate() | |  | return() | |  | continue() | |  | Correct  exit() | |  |  |  |

* **Question 23**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The statements in the body of a **while** loop may never be executed, whereas the statements in the body of a **do-while** loop will be executed: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  at least once | | Answers: | Correct  at least once | |  | at least twice | |  | as many times as the user wishes | |  | never | |  |  |  |

* **Question 24**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The \_\_\_\_\_\_\_\_ marker is the character that marks the end of a file, and is automatically written when the file is closed. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  End of File (EOF) | | Answers: | Correct  End of File (EOF) | |  | No More Data (NMD) | |  | Data Stream Close (DSC) | |  | Data Read Stop (DRS) | |  |  |  |

* **Question 25**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | This statement causes a loop to terminate early: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  break | | Answers: | stop | |  | Correct  break | |  | null | |  | terminate | |  |  |  |

* **Question 26**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | When the decrement operator is preceded by its operand, as in num1--, the expression is in this mode. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  postfix | | Answers: | Correct  postfix | |  | prefix | |  | preliminary | |  | binary | |  |  |  |

* **Question 27**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | The total number of digits that appear before and after the decimal point is sometimes referred to as: |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  significant digits or precision | | Answers: | significant digits | |  | unique digits | |  | precision | |  | Correct  significant digits or precision | |  |  |  |

* **Question 28**

0 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | These operators connect two or more relational expressions into one, or reverse the logic of an expression. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  relational | | Answers: | relational | |  | Correct  logical | |  | irrational | |  | negation |  |  |  | | --- | --- | | Response Feedback: | See 4.8 Logical Operators | |  |  |  |

* **Question 29**

0 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Incorrect | In the process of translating a source file into an executable file, which of the following is the correct sequence? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Incorrect  Source code, compiler, modified source code, preprocessor, object code, linker, executable code | | Answers: | Preprocessor, source code, compiler, executable code, linker, modified source code, object code | |  | Source code, compiler, modified source code, preprocessor, object code, linker, executable code | |  | Correct  Source code, preprocessor, modified source code, compiler, object code, linker, executable code | |  | Source code, linker, object code, compiler, modified source code, preprocessor, executable code |  |  |  | | --- | --- | | Response Feedback: | See 1.3 Programs and Programming Languages | |  |  |  |

* **Question 30**

3 out of 3 points

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | | | |
| Correct | What is the last legal subscript that can be used with the following array:  int values[5]; |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct  4 | | Answers: | 0 | |  | 5 | |  | 6 | |  | Correct  4 | |  |  |  |

Monday, March 28, 2016 11:47:20 AM CDT