Dashboard My courses SECJ1023-09

SKILL-BASED TEST (10%) - TUESDAY, 25TH MAY 2021 (16:30 - 18:35 MYT)

PART 1: DEBUGGING

Time left 0:28:48

```
Question 1

Not yet answered

Marked out of 30.00
```

You are given **Program 1** with <u>terr (IU) syntax and or logical</u> errors. Find the errors, then fix the errors by completing Table 1. **Note:** You need to specify the line with an error and then rewrite the statement using the correct syntax. The debugged program should produce the output as shown in Figure 1.

IMPORTANT: Please write a C ++ statement **WITHOUT ANY WHITE SPACE** unless it is absolutely necessary. Example: **float** x=a+b;

```
Employee info:
------
Name: John
City: Johor Bahru
State: Johor
Country: Malaysia
Zip code: 81300
```

Figure 1: Expected output

```
//Program 1
   #include <iostream>
 3
   using namespace std;
   class Employee {
 6
    string name, city, state, country;
    int zipCode;
 9
   public:
10
    Employee (string name) {
11
      name = name;
12
13
14
    void setAddress(string, string, string);
15
    friend void displayAddress();
16
    ostream& operator<<(ostream&, const Employee&);
17
18
19
   void setAddress(string cy, string st, string co, int zip) {
20
    city = cy;
21
    state = st;
    country = co;
22
23
    zipCode = zip;
24
25
26
   friend void displayAddress(Employee e) {
27
    cout << "City: " << e.city
         << "\nState: " << e.state
2.8
29
         << "\nCountry: " << e.country
30
         << "\nZip code: " << e.zipCode;
31
32
33
   ostream& operator<<(ostream& strm, const Employee& e){
    cout << "Name: " << e.name << endl;
34
    e.displayAddress();
35
36
    return *this;
37
38
39
   int main() {
40
    Employee emp = Employee("John");
    emp.setAddress("Johor Bahru", "Johor", "Malaysia", 81300);
41
    cout << "Employee info:\n-----\n" << emp << endl;
42
43
    return 0;
44
```

Table 1

Line	Corrected Statements

5/25/2021 PART 1: DEBUGGING

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		<u> </u>						
		1						
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]						
			Previous activity					
	■ Exercises [Topic 2]							
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	'							
Next activity								
	Lecture 03-Constructor and Destructor ►							

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