

## Homework 05

### 2<sup>nd</sup> Exam Review

Due: Tuesday December 5<sup>th</sup> by 5:00 pm

100 points

Only optional if you have already submitted Part I of the programming project. If you have told me about your final project and/or have submitted by email/icon part I and the final project is not available on ICON please email me.

Briefly answer the following questions ( 2 to 4 sentences is enough ). Write the answers to questions that don't require a .cpp file in HW05.txt. Compress your HW05 directory and submit it on icon as a .zip/.tar.gz file. All questions are worth 5 points unless otherwise noted.

- 1) What's the difference between a shallow copy and a deep copy?
- 2) When is it required to write your own copy constructor for a class?
- 3) If a derived class uses public inheritance what does it have access to in the base class?
- 4) What is the difference between a virtual function and a pure virtual function?
- 5) If a derived class doesn't explicitly call a base class constructor in the initializer list, what does the compiler implicitly call?
- 6) Define upcasting and downcasting in relation to derived classes. Which one is always safe and implicitly allowed?
- 7) (15 pts) Create a file called HW05\_07.cpp. Define a templated function that finds the average of three numbers and returns the result as of type double. After the function definition in HW05\_07.cpp create a main function that calls the templated function, and prints out the result the following call: `average<int, double, float>(5,9.0,8.0);`
- 8) Give one advantage for using templated functions.
- 9) Why use exception handling?
- 10) Why is it a good idea to catch more specific exception types before more general exception types in a try/catch block?
- 11) What's the difference between using "pass by value" and "pass by reference"?
- 12) When can you use the "->" operator?
- 13) (15 pts) create a file named HW05\_13.cpp, and write a recursive function for calculating compound interest.
- 14) (15 pts) Create a file named HW05\_14.cpp, and write a templated function that adds one to every element of an array. Write a simple test in a main() function to check that it compiles and works.

Template <typename T>

Void modify(T \* begin, T \*end);