

Bonus Quiz

Due Apr 10 at 11:59pm**Points** 8**Questions** 8**Time Limit** 10 Minutes

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	8 minutes	7 out of 8

Score for this quiz: **7** out of 8

Submitted Apr 4 at 9:06pm

This attempt took 8 minutes.

Question 1

1 / 1 pts

In a 32 bit program, a variable of float datatype has

☐ 8 bytes☒ 4 bytes☐ 1 byte**Correct!**

Question 2

1 / 1 pts

will this print "hello" and only that for sure?

```
char text[5];
text[0] = 'h';
text[1] = 'e';
text[2] = 'l';
text[3] = 'l';
```

```
text[4] = 'o';  
printf("%s",text);
```

Correct!

- ☒ Most certainly it will not only print hello.
- ☐ Yes, all fine.
- ☐ That will not compile!

Question 3**1 / 1 pts**

```
typedef struct mystruct  
{  
    char c; int i;  
} mystruct;  
...  
printf("%d",sizeof(mystruct));
```

On a 32 Bit system, following will be printed:

Correct!

- ☒ 8
- ☐ 64
- ☐ 6
- ☐ 5

Question 4**1 / 1 pts**

```
class myclass{
```

```
public: int data; float f;
```

```
};
```

```
....
```

```
myclass*n = new myclass;
```

```
myclass a;
```

```
a.data = 10;
```

//now you want to assign "data" from "n" to the same value as "data" from "a", so you need to write following assignment:

☐ n.data = a->data;

☐ n.data = *a.data;

☐ n.data = (*a).data;

☐ n.data = a.data;

☐ *n.data = a.data;

☒ n->data = a.data;

Correct!

Question 5

0 / 1 pts

```
typedef struct mystruct
```

```
{
```

```
int i; char c; //int first!!
```

```
} mystruct;
```

```
...
```

```
mystruct mys
```

```
fread(&mys,1,sizeof(mys),file);
```

We are on a 32 Bit system. Will that work properly?

Correct Answer

☐ yes it will actually!

You Answered

☒ Nope, padding!

Question 6

1 / 1 pts

```
typedef struct mystruct{
```

```
int data; float f;
```

```
} mystructure;
```

```
....
```

```
mystructure *n = (mystructure*)malloc(sizeof(mystructure));
```

```
(*n).data = 9;
```

```
//is that ok?
```

☐ segfault!

☐ compile error!

☒ totally fine

Correct!

Question 7

1 / 1 pts

```
typedef struct mystruct{
```

```
int data; float f;  
  
} mystructure;  
  
....  
  
mystructure *head = NULL;  
  
head->data = 1;  
  
//is that ok?
```

- ☐ totally fine.
- ☐ compile error!
- ☒ That is so seg-faulty, words cannot describe

Correct!**Question 8****1 / 1 pts**

```
char text[] = "Titanic";  
  
char *p = text;  
  
char c = *(p + 1);  
  
printf("%c",c);
```

What will be printed?

- ☐ n
- ☒ i
- ☐ a
- ☐ That's a compiler error.

Correct!

Quiz Score: **7** out of 8