

Quiz A

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

Submitted Apr 5 at 9:44am

Question 1**1 / 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!☒ yes it will actually!☐ Nope, padding!**Question 2****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

☐ 5

☐ 6

☐ 64

Question 3

1 / 1 pts

```
int a=5;  
int* i,p;  
p=&a;  
*p=15;  
printf("%d",a);
```

What will be printed?

☐ 0

☐ 15

Correct!

☒ That's a compiler error.

☐ 5

Question 4

1 / 1 pts

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

Correct!

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

Question 5

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 6

1 / 1 pts

In a 32 bit program, an array
char text[50];
occupies how much memory?

- ☐ 200 bytes
- ☒ 50 bytes
- ☐ 1 byte

Correct!

Question 7

0 / 1 pts

```
int a;  
int *p = &a;  
p = 1;  
*p=13;  
Is this a segfault?
```

Correct Answer

☐ yes

You Answered

☒ no

Question 8

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!