

All of these questions pertain to the reading from Chapter 1 of the textbook and the syllabus.

1. When Dennis Ritchie first started to work on the language that would be called C, what did he call it?

2. The textbook listed six strengths and three weaknesses of the C programming language. Name two of the strengths and one of the weaknesses that were listed in the textbook.

Strength 1:

Strength 2:

Weakness:

3. What does **lint** do? (And don't say "It clogs up the clothes dryer's filter.")

More questions on the back →

4. The last sentence on the syllabus says “Finally, no **X** is allowed in the classroom.” What is **X**?

True or False. Write **T** or **F** in the blank lines below.

5. _____ Late assignments are accepted, but additional points will be deduct for being late.
6. _____ If you miss turning in an assignment because you were working on your game, you'll get an extension and not lose any extra points.
7. _____ There will be about 7 programming assignments for you to work on outside of the classroom.