

Test 3

Due Aug 7 at 4pm

Points 100

Questions 100

Available Aug 4 at 7pm - Aug 7 at 7pm 3 days

Time Limit 90 Minutes

Allowed Attempts 3

This quiz is no longer available as the course had been concluded.

Score for this attempt: 0 out of 100

Submitted Aug 6 at 3:08pm

This attempt took less than 1 minute.

Unanswered

Question 1

0 / 1 pts

Which of the following is the "get the address of" operator?

☐ *

☐ &&

Correct Answer

☒ &

☐ **

Unanswered

Question 2

0 / 1 pts

Which of the following is the "de-reference" operator?

☐ *

☐ &*

☐ &&

☐ &

Correct Answer

Unanswered

Question 3

0 / 1 pts

Which of the following will get the third element in an array called list?

☐ list[3]

Correct Answer

☒ *(list + 2)

☐ *list + 3

☐ *list + 2

Unanswered

Question 4

0 / 1 pts

Suppose that ptr is a pointer that points to integer. Also, suppose that ptr has the value of 100 in it as the address to which it is pointing. What value will be in ptr after `ptr = ptr + 8;`

(Assume decimal values)

Correct Answer

☐ 132

☐ 112

☐ 108

☐ 104

Unanswered

Question 5

0 / 1 pts

The C++ command `new` _____ memory.

☐ deletes

Correct Answer

☐ allocates

☐ assigns

☐ creates

Unanswered

Question 6

0 / 1 pts

The parameter `argc` for `main` give the number of items on the command line _____

☐ excluding any additional parameters

☐ not included how the program was started

☐ including the current system time

Correct Answer

☐ including how the program was started

Unanswered

Question 7

0 / 1 pts

All literal strings in C++ are terminated, in memory, with a(n) _____

☐ `\n`

☐ `\r`

Correct Answer

☐ `\0`

☐ double quote

Unanswered

Question 8

0 / 1 pts

argv is an array of character pointers which in array position 0 contains _____

- ☐ the userid of who started the program
- ☐ the complete directory path of how the program was started, excluding the program name
- ☐ the date and time the program was started
- ☐ the complete directory path of how the program was started, including the program name

Correct Answer

Unanswered

Question 9

0 / 1 pts

Suppose the string "Hello World!" was placed into memory. A character pointer was then used to locate the W in the string. If a \0 were to replace that W, what would be printed?

- ☐ Nothing!!! \0 must be at the end of the string!
- ☐ Hello
- ☐ Hello \0orld!
- ☐ Who knows?

Correct Answer

Unanswered

Question 10

0 / 1 pts

Suppose ptr is a pointer to an integer and that it has been assigned a single memory location. In order to increment the value to which ptr points, which of the following would be used?

- ☐ (*ptr)++
- ☐ Answer not present
- ☐ *(ptr++)
- ☐ *++ptr

Correct Answer

Unanswered

Question 11

0 / 1 pts

Structures can have many fields. In order to access a field within a structure, you would use the _____ operator.

- ☐ arrow
- ☐ ternary
- ☐ dot
- ☐ period

Correct Answer

Unanswered

Question 12

0 / 1 pts

Structures, in C++, cannot have functions within them.

☐ True

Correct Answer

☐ False

Unanswered

Question 13

0 / 1 pts

Suppose that the namespace english had a namespace within it called aussie. In order to access the functions within aussie, we could use:
using namespace english::aussie

The :: in the above statement is called the _____ operator

☐ Answer not present

Correct Answer

☐ scope resolution

☐ double colon

☐ belongs to

Unanswered

Question 14

0 / 1 pts

Which of the following will tell you how many elements are currently within a vector?

☐ capacity()

☐ quantity()

☐ Answer not present

Correct Answer

☐ size()

Unanswered

Question 15

0 / 1 pts

Which of the following will tell you the size of allocated storage within a vector?

☐ Answer not present

☐ size()

☐ quantity()

Correct Answer

☐ capacity()

Unanswered

Question 16

0 / 1 pts

In order to add an element to a vector, you must use _____

☐ add_item(item)

Correct Answer

☒ push_back(item)

☐ push_on(item)

☐ pushback(item)

Unanswered

Question 17

0 / 1 pts

In order to delete all items with a vector, you would use _____

☐ deleteAll()

☐ dispose()

Correct Answer

☒ clear()

☐ empty()

Unanswered

Question 18

0 / 1 pts

To access the last stored item in a vector, you would use _____

☐ Answer not present

Correct Answer

☒ back()

☐ rear()

☐ last_entered()

Unanswered

Question 19

0 / 1 pts

Which of the following allows a programmer to declare a new data type in C++?

☒ typedef

Correct Answer

☐ Answer not present

☐ newtype

☐ mytype

Unanswered

Question 20

0 / 1 pts

The difference between a struct and a class in C++ is _____

- ☐ What a silly question. There is no difference!
- ☒ structs are public by default and classes are private by default
- ☐ structs are private by default and classes are public by default
- ☐ structs are protected by default and classes are public by default

Correct Answer

Unanswered

Question 21

0 / 1 pts

In order to de-reference a member function in the class that ptr is pointing to, you can use either ptr->function() or _____

- ☒ (*ptr).function()
- ☐ Answer not present
- ☐ *(ptr.function())
- ☐ *ptr.function()

Correct Answer

Unanswered

Question 22

0 / 1 pts

Suppose that x and y are of type widget. In order for $x < y$ to be valid, you must:

- ☐ Nothing needs to be done. C++ understands what $<$ means for all data types
- ☐ overload a member function of widget that defines what $<$ means
- ☒ create a friend function of the class widget that defines what $<$ means
- ☐ Answer not present

Correct Answer

Unanswered

Question 23

0 / 1 pts

If x and y are both of type widget, x can access y's private data

- ☐ only in friends
- ☒ in friends or if y is passed into a function within x
- ☐ Anywhere, including in main
- ☐ Only in main

Correct Answer

Unanswered

Question 24

0 / 1 pts

Constructors cannot be overloaded

☐ True

Correct Answer

☐ False

Unanswered

Question 25

0 / 1 pts

Constructors cannot have default parameters

☐ True

Correct Answer

☐ False

Unanswered

Question 26

0 / 1 pts

Destructors can be overloaded

☐ True

Correct Answer

☐ False

Unanswered

Question 27

0 / 1 pts

Destructors cannot have parameters

☐ True

Correct Answer

☐ False

Unanswered

Question 28

0 / 1 pts

Suppose that there is a function called widget that is defined as

```
void widget(int x = 1, int y, int z = 2);
```

This would be a valid declaration.

☐ True

Correct Answer

☐ False

Unanswered

Question 29

0 / 1 pts

To what are the try/catch statement most similar to?

	<div><div><input type="radio"/> IF/Then</div><div><input type="radio"/> Answer not present</div></div>
Correct Answer	<div><div><input checked="" type="radio"/> switch</div><div><input type="radio"/> Looping</div></div>

Unanswered	Question 30	0 / 1 pts
	Which of the following will tell you how many items are in a vector?	
	<div><div><input type="radio"/> Answer not present</div></div>	
Correct Answer	<div><div><input checked="" type="radio"/> size()</div><div><input type="radio"/> howMany()</div><div><input type="radio"/> capacity()</div></div>	

Unanswered	Question 31	0 / 1 pts
	What is used to signify that an exception has occurred?	
	<div><div><input type="radio"/> Answer not present</div></div>	
Correct Answer	<div><div><input checked="" type="radio"/> throw</div><div><input type="radio"/> try</div><div><input type="radio"/> catch</div></div>	

Unanswered	Question 32	0 / 1 pts
	A friend is a member of the class	
	<div><div><input type="radio"/> True</div></div>	
Correct Answer	<div><div><input checked="" type="radio"/> False</div></div>	

Unanswered	Question 33	0 / 1 pts
	The >> operator can be either a friend or a class member function	
Correct Answer	<div><div><input checked="" type="radio"/> True</div><div><input type="radio"/> False</div></div>	

Unanswered

Question 34

0 / 1 pts

Templates can be specialized for a particular data type;

Correct Answer

☒ True

☐ False

Unanswered

Question 35

0 / 1 pts

Strings are not a data type for which you would want to write a specialized template.

☐ True

Correct Answer

☒ False

Unanswered

Question 36

0 / 1 pts

Templates cannot have a default data type.

☐ True

Correct Answer

☒ False

Unanswered

Question 37

0 / 1 pts

Friends of a templated class must, in the definition of the class, use a different template parameter.

Correct Answer

☒ True

☐ False

Unanswered

Question 38

0 / 1 pts

Templates can be pre-compiled.

☐ True

Correct Answer

☒ False

Unanswered

Question 39

0 / 1 pts

If classC inherits from classB which inherits from classA, which destructor will fire first?

	<div><div><input type="radio"/> classB</div><div><input type="radio"/> classA</div></div>
Correct Answer	<div><div><input type="radio"/> classC</div><div><input type="radio"/> Answer not present</div></div>

Unanswered	Question 40	0 / 1 pts
	If classC inherits from classB, which inherits from classA, which constructor fires last?	
	<div><div><input type="radio"/> classB</div><div><input type="radio"/> Answer not present</div><div><input type="radio"/> classC</div></div>	
Correct Answer	<div><div><input type="radio"/> classA</div></div>	

Unanswered	Question 41	0 / 1 pts
	If classC inherits from classB and classA, which constructor fires first?	
Correct Answer	<div><div><input type="radio"/> classB</div><div><input type="radio"/> classA</div><div><input type="radio"/> Answer not present</div><div><input type="radio"/> classC</div></div>	

Unanswered	Question 42	0 / 1 pts
	If the function get() is in classA's protected area, then it is considered private to the outside world.	
Correct Answer	<div><div><input type="radio"/> True</div><div><input type="radio"/> False</div></div>	

Unanswered	Question 43	0 / 1 pts
	If a class variable x is in the private area of classA, then classB, which inherits from classA, can have direct access to those variables.	
Correct Answer	<div><div><input type="radio"/> True</div><div><input type="radio"/> False</div></div>	

Unanswered

Question 44

0 / 1 pts

Which one of the following cannot be overloaded?

Correct Answer

- ☒ -> (arrow operator)
- ☐ Answer not present
- ☐ [] (bracket operator)
- ☐ () (function operator)

Unanswered

Question 45

0 / 1 pts

Operators that are member functions can take _____ parameters.

Correct Answer

- ☐ three
- ☐ as many
- ☐ two
- ☒ one

Unanswered

Question 46

0 / 1 pts

Classes can have other classes as member data elements

Correct Answer

- ☒ True
- ☐ Only in certain circumstances
- ☐ False
- ☐ Maybe

Unanswered

Question 47

0 / 1 pts

The extraction operator can _____

Correct Answer

- ☐ Answer not present
- ☒ either be a friend function or a member function to a class
- ☐ be only a friend to a class
- ☐ be only a member function of a class

Unanswered

Question 48

0 / 1 pts

Templated classes cannot inherit from non-templated classes

☐ True

Correct Answer

☒ False

☐ Only under certain circumstances

☐ Answer not present

Unanswered

Question 49

0 / 1 pts

Polymorphism is achieved via

☐ unReal functions

☐ Answer not present

Correct Answer

☒ virtual functions

☐ polyMorphic functions

Unanswered

Question 50

0 / 1 pts

Which of the following SHOULD NOT be made recursive?

☐ A copy constructor

☐ All should not be

Correct Answer

☒ A constructor

☐ A destructor

☐ Answer not present

☐ All can be

Unanswered

Question 51

0 / 1 pts

One of the least powerful features of C++ is the use of inheritance to derive one class from another.

☐ True

Correct Answer

☒ False

Unanswered

Question 52

0 / 1 pts

On a Windows system, DLLs have to be:

Correct Answer

- ☐ In the directory where the .exe is
- ☐ In a Windows system folder
- ☐ In a folder within the PATH environment variable
- ☐ Answer not present
- ☐ None of the above
- ☐ Any of the above

Unanswered

Question 53

0 / 1 pts

If a base class has a purely virtual function, then you cannot instantiate that class.

Correct Answer

- ☐ True
- ☐ False

Unanswered

Question 54

0 / 1 pts

Inheritance does not provide a tool for code reuse by deriving one class from another by adding features to the derived class.

Correct Answer

- ☐ True
- ☐ False

Unanswered

Question 55

0 / 1 pts

All that is required in order to use a class developed by someone else is the .cpp, .o, and .h files.

Correct Answer

- ☐ True
- ☐ False

Unanswered

Question 56

0 / 1 pts

Libraries are collections of pre-compiled .cpp files. As such, you do not need a header file (.h file) in order to use them.

Correct Answer

- ☐ True
- ☐ False

Unanswered

Question 57

0 / 1 pts

If you are linking again libraries, and only have a header file, your IDE will automatically find the library files associated with the header files; even if they are ones developed by your instructor.

☐ True

Correct Answer

☐ False

Unanswered

Question 58

0 / 1 pts

Include files which have double quotes around the file name are ones that do not require the complete directory path if they are not located in your development directory.

☐ True

Correct Answer

☐ False

Unanswered

Question 59

0 / 1 pts

Include files within a < and a > are header files that you have developed yourself.

☐ True

Correct Answer

☐ False

Unanswered

Question 60

0 / 1 pts

If you do not catch an unhandled exception, it really doesn't matter. Your program will continue running.

☐ True

Correct Answer

☐ False

Unanswered

Question 61

0 / 1 pts

Templates cannot have a default data type.

☐ True

Correct Answer

☐ False

Unanswered

Question 62

0 / 1 pts

If you need a template to do something special for a particular data type, then you need to provide _____ for it.

Correct Answer

- ☐ a specialization
- ☐ Answer not present
- ☐ a default parameter
- ☐ a generalization

Unanswered

Question 63

0 / 1 pts

try-catch blocks cannot be nested

- ☐ True

Correct Answer

- ☐ False

Unanswered

Question 64

0 / 1 pts

Assignment operators have the lowest precedence.

- ☐ True
- ☐ False

Correct Answer

Unanswered

Question 65

0 / 1 pts

&& has a higher precedence than ||

- ☐ True
- ☐ False

Correct Answer

Unanswered

Question 66

0 / 1 pts

All of the relation operators have the same precedence.

- ☐ True

Correct Answer

- ☐ False

Unanswered

Question 67

0 / 1 pts

A class cannot overload parentheses.

Correct Answer	<input type="radio"/> True
	<input type="radio"/> False

Unanswered	Question 68	0 / 1 pts
If const follows a function, this means that the function returns a constant value		
Correct Answer	<input type="radio"/> True	
	<input type="radio"/> False	

Unanswered	Question 69	0 / 1 pts
Which of the following is generally not required with a class?		
Correct Answer	<input type="radio"/> Constructors	
	<input type="radio"/> Answer not present	
	<input type="radio"/> Copy constructors	
	<input type="radio"/> Destructors	
	<input type="radio"/> All of the above	
	<input type="radio"/> Assignment operators	
	<input type="radio"/> Private functions	
<input type="radio"/> None of the above		

Unanswered	Question 70	0 / 1 pts
Using namespace std is required in all of your programs.		
Correct Answer	<input type="radio"/> Never	
	<input type="radio"/> Only if you do not want to type std:: in front of everything	
	<input type="radio"/> True	
	<input type="radio"/> False	

Unanswered	Question 71	0 / 1 pts
Recursive functions do not need a base case.		
	<input type="radio"/> True	

Correct Answer

☐ False

Unanswered

Question 72

0 / 1 pts

Every iterative function has a recursive version.

Correct Answer

☐ True

☐ False

Unanswered

Question 73

0 / 1 pts

If two classes have the same name, then you do not need to put one of them in a namespace and use the scope resolution operator to identify which version you are using.

☐ True

Correct Answer

☐ False

Unanswered

Question 74

0 / 1 pts

supercalifragilisticexpialidocious maryPoppins(julieAndrews);
is an example of:

☐ A variable declaration

☐ A function call

Correct Answer

☐ A variable declaration that is firing a one parameter constructor of a class

☐ Answer not present.

☐ Nothing. This is illegal.

Unanswered

Question 75

0 / 1 pts

The using directive keeps you from having to type a namespace name and the scope resolution operator before everything in your program.

Correct Answer

☐ True

☐ False

Unanswered

Question 76

0 / 1 pts

Only functions can be in a namespace

	<input type="radio"/> True
Correct Answer	<input type="radio"/> False

Unanswered	Question 77	0 / 1 pts
	Only classes cannot be in a namespace	
	<input type="radio"/> True	
Correct Answer	<input type="radio"/> False	

Unanswered	Question 78	0 / 1 pts
	A stack cannot be used to reverse the characters in a string	
	<input type="radio"/> True	
Correct Answer	<input type="radio"/> False	

Unanswered	Question 79	0 / 1 pts
	If B inherits from A, then B cannot re-define A's public functions.	
	<input type="radio"/> True	
Correct Answer	<input type="radio"/> False	

Unanswered	Question 80	0 / 1 pts
	If B inherits from both A and C, then B's constructor is fired first when an object is instantiated.	
	<input type="radio"/> True	
Correct Answer	<input type="radio"/> False	

Unanswered	Question 81	0 / 1 pts
	If B inherits from both A and C, then B's destructor is fired first when an object is destroyed.	
Correct Answer	<input type="radio"/> True	
	<input type="radio"/> False	

Unanswered

Question 82

0 / 1 pts

If an object dynamically allocates memory, then there is no need for the object's destructor to "clean things up"

☐ True

Correct Answer

☐ False

Unanswered

Question 83

0 / 1 pts

Suppose that B inherits from A. Then B can be passed to functions designed for A.

☐ True

Correct Answer

☐ False

Unanswered

Question 84

0 / 1 pts

Suppose that B inherits from A. Then A can be passed to functions designed for B.

☐ True

Correct Answer

☐ False

Unanswered

Question 85

0 / 1 pts

Suppose that C inherits from A and B. Then B can be passed to functions designed for A.

☐ True

Correct Answer

☐ False

Unanswered

Question 86

0 / 1 pts

Suppose that C inherits from A and B. Then C can be passed to functions designed for A.

☐ True

Correct Answer

☐ False

Unanswered

Question 87

0 / 1 pts

A protected member in the base class is directly available to a publicly derived class's member functions.

Correct Answer

☐ True

☐ False

Unanswered

Question 88

0 / 1 pts

Derived class objects inherit all of the member of the base class and can access all functions, public or private.

☐ True

Correct Answer

☐ False

Unanswered

Question 89

0 / 1 pts

Derived class objects inherit all of the member of the base class but cannot add any functions.

☐ True

Correct Answer

☐ False

Unanswered

Question 90

0 / 1 pts

If the base class and the derived class both have a public function called widgetAccess, then you have to use the scope resolution operator to access the derived class' public function.

☐ True

Correct Answer

☐ False

Unanswered

Question 91

0 / 1 pts

If the base class and the derived class both have a function called widgetAccess, then you have to use the scope resolution operator to access the base class' protected function called widgetAccess.

☐ True

Correct Answer

☐ False

Unanswered

Question 92

0 / 1 pts

If the base class and the derived class both have a private function called widgetAccess, then you have to use the scope resolution operator to access the derived class' function.

☐ True

Correct Answer

☐ False

Unanswered

Question 93

0 / 1 pts

The dot operator can be overloaded

☐ True

Correct Answer

☐ False

Unanswered

Question 94

0 / 1 pts

When overloading operators for a class, if the operator has two inputs for an integer, then you can overload it to have only one input for the class.

Correct Answer

☐

☐

Unanswered

Question 95

0 / 1 pts

If B is derived from A, then a pointer to A can point to B.

☐ False

Correct Answer

☐ True

Unanswered

Question 96

0 / 1 pts

If B is derived from A, then a pointer to B can point to A.

☐ True

Correct Answer

☐ False

Unanswered

Question 97

0 / 1 pts

In order to keep a class' copy constructor from firing, but not allow any changes to occur to the values the class may hold, you pass a pointer to the object into a function

☐ False

Correct Answer

☐ True

Unanswered

Question 98

0 / 1 pts

In order to "chain" the assignment operator, you return the result of the operator by value.

☐ True

Correct Answer

☐ False

Unanswered

Question 99

0 / 1 pts

In order to keep a class from modifying its data values when a member function is fired, you place const in front of the function definition

☐ True

Correct Answer

☐ False

Unanswered

Question 100

0 / 1 pts

A class which has purely virtual functions can be instantiated in its own right.

☐ True

Correct Answer

☐ False

Quiz Score: 0 out of 100