You have a program with a class that is separated into files. The implementation has been changed.  Of the interface file, the implementation file and the application file, which must be recompiled?

|  |  |
| --- | --- |
|  | Only the implementation? |

The include statement, #include <file.h> looks in the system defined directory for the file, file.h.

|  |  |
| --- | --- |
|  | True |

The scope of a using directive or using declaration is from its position in the block to the end of the program.

|  |  |
| --- | --- |
|  | False |

Which of the following are the correct preprocessor commands necessary to prevent multiple inclusions of header files? If there is an answer here that work

|  |  |
| --- | --- |
|  | #ifndef  HEADER\_H  #define HEADER\_H  // declarations for header.h go here  #endif |

In C++, a compilation unit is the file.

|  |  |
| --- | --- |
|  | True |

If the header file is well written and docmented a program does not need toe see the details of the implementation to use the function(s) in the implementation file.

|  |  |
| --- | --- |
|  | True |

When designing a program you should specify how you will check input to ensure it meets the requirements of your program.

|  |  |
| --- | --- |
|  | True |

Decomposition into objects is no different than decomposition into functions.

|  |  |
| --- | --- |
|  | False |

Which statement(s) are true about a software architecture?

|  |  |
| --- | --- |
|  | It is a detailed description of the code modules or objects required. |
|  | It's a high level overview of the structure of a program/system to be built. |

|  |  |
| --- | --- |
|  | They do not need to indicate how information flows through the program as that's done later. |
|  | a & b |

|  |  |
| --- | --- |
|  | b & c CORRECT ANSWER |

The software development cycle consists of these stages in the order indicated:

|  |  |
| --- | --- |
|  | 1. requirements analysis, 2. design, 3. implementation, 4. testing |
|  |  |

Once you have your software architecture finished, if new requirements arise you'll probably need to discard it and start over.

|  |  |
| --- | --- |
|  | False |

Functional decomposition is the process of the breaking activities into functions to be used in a program.

|  |  |
| --- | --- |
|  | True |

For small programs there is no reason to design the program.

|  |  |
| --- | --- |
|  | False |

Which of the following is not part of class identification?

|  |  |
| --- | --- |
|  | Make all data private |

A program consists of

|  |  |
| --- | --- |
|  | Algorithm(s) |
|  | Required output |

|  |  |
| --- | --- |
|  | Neccessary data/information |
|  | a & b |

|  |  |
| --- | --- |
|  | All the above RIGHT ANSWER |

If you want to use classes you must design an object oriented program.

|  |  |
| --- | --- |
|  | False |

Which of the following is not true about making the variables in a class private?

|  |  |
| --- | --- |
|  | It prevents global variables |

What is not a benefit of object oriented analysis, design, and programming?

|  |  |
| --- | --- |
|  | It is easier to write the program. |

You can decompose to how many levels you find is appropriate.

|  |  |
| --- | --- |
|  | True |

A class is a self-contained block of data and functions.

|  |  |
| --- | --- |
|  | True |

You write a program in foo, that uses functions from fii.  The following steps are requried to make a complete program:

a)  link fii and foo

b) create an object file for fii

c) create an object file for foo

In what order must they be performed?

b), c), a)

To share code with another programmer you must give must give them your entire source code for the function(s) they want.



False

 When you have the following line in a makefile:

clean:  rm -f ${PROGS} \*.o \*~

If you type in make clean, what will it do?



It will remove all programming related supplemental files from the current directory.

When you have finished the software architecture the next step is

  Time to have fun and start designing modules or objects as appropriate for the target programming language.

Which of the following is not part of the object oriented analysis?

  Break the problem domain into functions

You must always have mutators and accessor functions.

  False

After drafting and outlining class in your OOD you find that two classes have many functions and data in common.  What should you do?



Move on to coding as it is not a problem



Collect the common elements into a parent class



Make sure the classes have uniquely different names to prevent confusion WRONG



Redesign the classes so they do not have anything in common WRONG

An algorithm is a program to solve a problem.

  False

The scope of a using directive or using declaration is from its position in the block to the end of the program.

|  |  |
| --- | --- |
|  | False |

It is good software engineering practice to take the declarations for class Foo and put them in a fle named foo.cpp to enable building a program from smaller pieces of code.

|  |  |
| --- | --- |
|  | False |

You can start your obeject oriented design by brainstorming classes.

  True