



Congratulations! You passed!

Next Item



1. GCC stands for:

1 / 1 point

- ☐ Great Computer Compiler
- ☒ GNU Compiler Collection

Correct

This is the correct answer

- ☐ GNU Compiler for C
- ☐ Geneva Computation Corporation



2. A good choice of compiler options for day-to-day use would be:

1 / 1 point

- ☐ `gcc -O0 -Wall -ansi program.c`
- ☐ `gcc -M -H -O3 -E program.c`
- ☒ `gcc -O2 -Wall -pedantic program.c`

Correct

This is a standard bit of advice

- ☐ `gcc -Wall -I /tmp/include -L /tmp/lib program.c`



3. Why might you choose to link your program statically, rather than use a shared library version?

1 / 1 point

- ☒ The static program will not use new versions of shared libraries as they become available, and thus may avoid breakage and bugs

Correct

Yes, some bugs can be avoided

- ☐ The static program will load and execute more quickly
- ☐ The static program need not have an open source license, while the shared library version cannot be closed source
- ☐ The static program will use less memory



4. To find the shared libraries used by `/usr/bin/cp` you can do (Select all answers that apply):

1 / 1 point

- ☒ `ldd $(which cp)`

Correct

You can run `ldd` indirectly on the executable using `which`

- ☒ `ldd /usr/bin/cp`

Correct

You can run `ldd` directly on the executable

- ☐ `gcc -ldd /usr/bin/cp`

Un-selected is correct

- ☐ `find -libso /usr/bin/cp`

Un-selected is correct



5. Which statements are true (Select all answers that apply):

1 / 1 point

- ☒ Use of shared libraries can cause bugs because the application may conflict with the new library version

Correct

Unfortunately, there may be unforeseen problems and inadequate testing

- ☒ Use of shared libraries saves memory

Correct

Only one copy of the library needs to be kept in memory if more than one application is using its contents

- ☒ Use of shared libraries enables applications to stay up to date with new library features without being recompiled

Correct

The application will automatically use the new features

- ☒ Applications can load faster when using shared libraries

Correct

If the relevant data is already in memory it need not be loaded again

