×	Try a	gain once you are ready.	Back to Week 3
	•	to pass: 80% or higher etake this quiz up to 3 times every 8 hours.	Retake
1/1 point	1.	GCC stands for: GNU Compiler Collection Correct This is the correct answer Great Computer Compiler Geneva Computation Corporation	
		GNU Compiler for C	
0 / 1 point	2.	A good choice of compiler options for day-to-day use would be: gcc -M -H -O3 -E program.c gcc -Wall -I /tmp/include -L /tmp/lib program.c This should not be selected Use of -I and -L options is not a uniform choice gcc -O2 -Wall -pedantic program.c gcc -O0 -Wall -ansi program.c	
1/1 point	3.	Why might you choose to link your program statically, rather than use a shared library version? 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 need not have an open source license library version cannot be closed source The static program will load and execute more quickly The static program will use less memory	, while the shared
0 / 1 point	4.	To find the shared libraries used by /usr/bin/cp you can do (Select apply): gcc -ldd /usr/bin/cp This should not be selected gcc cannot do this, there is no -ldd option Idd \$(which cp) This should be selected find -libso /usr/bin/cp Un-selected is correct Idd /usr/bin/cp	et all answers that
0 / 1 point	5.	Which statements are true (Select all answers that apply): Applications can load faster when using shared libraries Correct If the relevant data is already in memory it need not be loaded Use of shared libraries can cause bugs because the applic with the new library version This should be selected Use of shared libraries enables applications to stay up to features without being recompiled This should be selected Use of shared libraries saves memory This should be selected	ration may conflict





