MM-Objective Type

Due No due date   **Points** 41   **Questions** 10
Available after Jul 12 at 10:30am   **Time Limit** 12 Minutes
Allowed Attempts 3

Instructions

All objective-type questions. Good luck!

You got 3 trials. Try to get a high mark by not guessing the answers.

You MAY NOT use any compiler for this one.

You MAY NOT ask your friends for answers.

You MAY NOT give up until you score at least 30 points or your trials run out.

Do your best!

We shall meet in the conference room by 11-11:15am.

<div style="border:1px solid green; text-align:center; padding:1em">

Take the Quiz Again

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Attempt History

	Attempt	**Time**	**Score**
LATEST	[Attempt 1](#)	12 minutes	19 out of 41

⊘ Answers will be shown after your last attempt

Score for this attempt: **19** out of 41
Submitted Jul 12 at 10:59am
This attempt took 12 minutes.

Question 1	**2 / 2 pts**

```
enum doggie {
  corgi,
  monkey,
  wall_E
} doggo;

typedef enum doggie dog_go;

dog_go d = doggo = wall_E, *dptr=&doggo;

printf("%d", (*dptr) = d);
```

Given the code snippet or fragment above, what will be printed on the user screen?

- ○ 0

- ○ 1

- ◉ 2

- ○ "wall_E"

Incorrect

Question 2

0 / 2 pts

```
enum doggie {
  corgi,
  monkey,
  wall_E
} doggo;

typedef enum doggie dog_go;

dog_go d = doggo = wall_E, *dptr=&doggo;

printf("%d", --(*dptr) < d);
```

Given the code snippet or fragment above, what will be printed on the user screen?

○ wall_E

◉ 0

○ 1

○ 2

Question 3

2 / 2 pts

```
enum doggie {
  corgi,
  monkey,
  wall_E
} doggo;

typedef enum doggie dog_go;

dog_go d = doggo = wall_E, *dptr=&doggo;

printf("%d", (*dptr) == d);
```

Given the code snippet or fragment above, what will be printed on the user screen?

○ wall_E

○ 0

○ 2

◉ 1

Incorrect

Question 4   0 / 5 pts

```
typedef struct {
  int b;
  char c;
  struct d {
    float f;
    double g;
    struct h{
      struct i {
        float j;
        int k;
      } l;
      int m;
    } n, o, p, q, r, s, t;
  } e1, e2, e3;
} p1, p2;

struct i lol, *ip=&lol;
struct d yeah, *id=&yeah;
```

Write the code to make ip point to struct i of s of struct d using id. Do not put any spaces in your answer.

struct * ip = id->s.i

Unanswered

Question 5   0 / 5 pts

```
typedef struct {
  int b;
  char c;
  struct d {
    float f;
    double g;
    struct h{
      struct i {
        float j;
        int k;
      } l;
      int m;
    } n, o, p, q, r, s, t;
  } e1, e2, e3;
} p1, p2;

struct i lol, *ip=&lol;
struct d yeah, *id=&yeah;
```

In one line of code, assign a value of 12 to the int member of lol, and then continue by assigning it to the int member of p using id without using the arrow (->) notation. Do not put any spaces in your answer.

Question 6　　　　　　　　　　　　　　　　　　　　　　5 / 5 pts

```
typedef struct {
  int b;
  char c;
  struct d {
    float f;
    double g;
    struct h{
      struct i {
        float j;
        int k;
      } l;
      int m;
    } n, o, p, q, r, s, t;
  } e1, e2, e3;
} p1, p2;
```

From the code snippet or fragment above, how many types are defined?

6

Question 7　　　　　　　　　　　　　　　　　　　　　　5 / 5 pts

```
typedef struct {
  int b;
  char c;
  struct d {
    float f;
    double g;
    union h{
      struct i {
        float j;
        int k;
```

```
        } l;
        int m;
      } n, o, p, q, r, s, t;
    } e1, e2, e3;
} p1, p2;

struct i lol, *ip=&lol;
struct d yeah, *id=&yeah;
union h gg, *dg=&gg;

gg.m = (dg->m = 14) +37;

printf("%d", dg->m % 5);
```

Given the code snippet or fragment above, what will be displayed in the user screen?

🔘 1

⭕ ONE

⭕ One

⭕ one

Question 8

5 / 5 pts

```
typedef struct {
  int b;
  char c;
  struct d {
    float f;
    double g;
    union h{
      struct i {
        float j;
        int k;
      } l;
      int m;
    } n, o, p, q, r, s, t;
  } e1, e2, e3;
} p1, p2;

struct i lol, *ip=&lol;
struct d yeah, *id=&yeah;

printf("%d", sizeof(lol) == sizeof(yeah.t));
```

Given the code snippet or fragment above, what will be displayed in the user screen?

```
1
```

Incorrect

Question 9　　　　　　　　　　　　　　　　　0 / 5 pts

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

typedef struct {
  char task[10];
  float duration;
} TASK_A;

typedef struct {
  char task[10];
  int priority;
} TASK_B;

typedef struct {
  int count;
  union {
    TASK_A ta;
    TASK_B tb;
  }TASK[4];
}TASK_LIST;

TASK_LIST tl = {0}, *tlp = &tl;
char tsak[12] = "Go eat.";
```

Write the code to assign 12.6 to the duration member of the fourth element of the array list using tl. Do not put spaces in your answer.

```
tl.ta.duration=12.6
```

Unanswered

Question 10　　　　　　　　　　　　　　　　0 / 5 pts

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

typedef struct {
  char task[10];
  float duration;
} TASK_A;

typedef struct {
  char task[10];
  int priority;
} TASK_B;

typedef struct {
  int count;
  union {
    TASK_A ta;
    TASK_B tb;
  }TASK[4];
}TASK_LIST;

TASK_LIST tl = {0}, *tlp = &tl;
char tsak[12] = "Go eat.";
```

Write the code to assign 12 to the priority member of the third element of
the array list using tl. Do not put spaces in your answer.

Quiz Score: **19** out of 41