MM-Objective Type

Due No due date **Points** 41 **Questions** 10
Available after Jul 12 at 10:30am **Time Limit** None
Allowed Attempts Unlimited

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.

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	Attempt 2	9 minutes	41 out of 41
LATEST	Attempt 2	9 minutes	41 out of 41
	Attempt 1	12 minutes	19 out of 41

Score for this attempt: **41** out of 41
Submitted Jul 12 at 3:56pm
This attempt took 9 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?

- "wall_E"
- 1
- 0

Correct!

- 2

Question 2

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?

Correct!

- (●) 0
- ( ) 1
- ( ) wall_E
- ( ) 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

Correct!

- (●) 1

Question 4

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?

Correct!

6

orrect Answers

six

SIX

Six

6

Question 5

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;
```

What is the relationship of p1 and p2?

- p1 is a type, and p2 is a variable
- they are mutually exclusive variables
- they are synonymous
- they lack a p3
- they are reserved with a slightly different size in memory

Correct!

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;

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.

Correct!

ip=&id->s.l;

orrect Answers

ip=&(id->s.l);

ip=&id->s.l;

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?

- One
- ONE
- one
- 1

Correct!

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?

Correct!

1

orrect Answers

1

one

ONE

One

Question 9

5 / 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 12.6 to the duration member of the fourth element of the array list using tl. Do not put spaces in your answer.

Correct!

tl.TASK[3].ta.duration=12.6;

orrect Answers

tl.TASK[3].ta.duration=12.6;

Question 10

5 / 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.

Correct!

tl.TASK[2].tb.priority=12;

orrect Answers

tl.TASK[2].tb.priority=12;

Quiz Score: **41** out of 41