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COP3503: All Sections, Summer A/C 2014: Assessments

Reviewing Test

Quiz 1 - C++ and language basics

Started: May 19, 2014 9:21 PM

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 **Quiz 1 - C++ and language basics**  **Total Grade: 7.83** (of possible 10 points)**Question 1 of 5** **Score: 2** (of possible 2 points)

Match the discipline to its characteristics.

Match		Choice
1. Systems engineering	 <input type="text" value="D."/>	A. Study models of computation and algorithms in general
2. Computer programming	 <input type="text" value="B."/>	B. Study how to implement and document an algorithm in a particular language well
3. Computer science	 <input type="text" value="A."/>	C. Study how to model and solve a problem using computer programs
4. Software engineering	 <input type="text" value="C."/>	D. Study how to model and solve a problem using people, machines, and software

 Answer Key: 1 - D, 2 - B, 3 - A, 4 - C**Question 2 of 5** **Score: 2** (of possible 2 points)

Which of the following languages are hardware-dependent? Mark all that apply.

-  ☒ A. Assembly code
- ☐ B. Java
- ☐ C. Java byte code
-  ☒ D. Machine code
- ☐ E. C++ source code

 Answer Key: A,D

Question 3 of 5 **Score: 1.33** (of possible 2 points)

Which of the following output statements are legal? Mark all that apply.

- ☐ A. `std::cout << /* */ */;`
- ☐ B. `std::cout << /* */ /* */ */;`
- ☒ C. `std::cout << "/*";`
- ☒ D. `std::cout << "*/";`

 Answer Key: B,C,D

 **Reason for Answer**

`/* */` are for comments

Question 4 of 5 (worth 2 points)

Match the memory unit to its use.

- | Match | | Choice |
|-------------------------|---------------------------------|---|
| 1. RAM word | <input type="text" value="A."/> | A. May hold anything, can be referenced by program |
| 2. Data register | <input type="text" value="D."/> | B. Holds an item that can be manipulated by the ALU |
| 3. Instruction register | <input type="text" value="C."/> | C. Holds address of next instruction |
| 4. Program counter | <input type="text" value="B."/> | D. Holds machine code |

Question 5 of 5 **Score: 2** (of possible 2 points)

What is the order in which transformations occur when translating C++ to machine code?

- ☐ A. Preprocessing, assembly, compiling, linking
- ☒ B. Preprocessing, compiling, assembly, linking
- ☐ C. Preprocessing, compiling, linking, assembly
- ☐ D. Preprocessing, linking, compiling, assembly
- ☐ E. Preprocessing, linking, assembly, compiling
- ☐ F. Preprocessing, assembly, linking, compiling

 Answer Key: B

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