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

### Reviewing Test

Quiz 1 - C++ and language basics

Started: May 19, 2014 9:55 PM

Finished: May 19, 2014 10:00 PM

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 **Quiz 1 - C++ and language basics**  **Total Grade: 10** (of possible 10 points)

**Question 1 of 5** **Score: 2** (of possible 2 points)

Which of the following is the "pedigree" of C++?

- ☐ A. BCPL -> B -> C -> Java -> C++
- ☐ B. B -> C -> C# -> C++
- ☐ C. BCPL -> C -> B -> C++
- ☐ D. B -> BCPL -> C -> C++
- ☒ E. BCPL -> B -> C -> C++

 Answer Key: E

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

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

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

 Answer Key: B

**Question 3 of 5**   **Score: 2**   (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: A,B,D

**Question 4 of 5**   **Score: 2**   (of possible 2 points)

Match the memory unit to its use.


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

 Answer Key: 1 - C, 2 - B, 3 - D, 4 - A

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

Match the discipline to its characteristics.

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

 Answer Key: 1 - D, 2 - C, 3 - A, 4 - B

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