cs 66 final

declare vs define in c++

declaration- introduces an identifier and describes it’s type, such as a object type or function. for example;

int mycalc(int num1, int num2);

a definition instantiates/implements the declaration

int mycalc(int num1, int num 2)

{

return num1 + num2;

}

2.

It is a generic collection of class templates and algorithms that allow programmers to easily implement common data structures, sequence containers, associative containers.

A Container is an object used to store other objects and taking care of the management of the memory used by the objects it contains.

Most containers also have common functions and similar purposes.

for example, a vector

vector<int>  myVect;

for(int i = 0 ; i < 5 ; i++)

{

myVect.push\_back(i);

}

3.

D, all these methods

4.

Reasons why it won’t compile:

* the vector<int> myList is being constantly declared inside the while loop, so nothing is actually being stored into the vector.

vector myMethod()

{

std::vector<int> myList;

for(int index = 0 ; index < 5 ; ++index)

{

myList.push\_back(index);

}

return myList;

}

5.

all statements are true

6.

(discussion)

7.

8.

9.

Method Overloading is when there are several methods in the program with the same name, but they accept different parameters. An example of this is the Board::isEmpty from our Tic Tac Toe game.

Method Overriding is when an inherited class redefines a method in the parent class, with the SAME parameters, but with a different return value.