

{{questionNumber}}}. Consider this simple example

```
#include <iostream>
using namespace std;

class winterfell {
public:
    winterfell(const string & s ): text(s) {};
    char & operator()(int position) { return text[position];}
private:
    string text;
};

int main() {
    winterfell t("Winter Is Coming!");
    for(int i = 0; i < 17; i++)
        // your code here!
    return 0;
}
```

Which of the following statements complete the code so that the output is "Winter Is Coming!"?

- A. More than one of the other options is correct.
- B. **[Correct Answer]** **[Your Answer]** cout << t(i);
- C. cout << text[i];
- D. cout << t[i];
- E. cout << t;

{{questionNumber}}}. Consider this simple example.

```
int * p;
int i;
i = 37;
*p = i;
*p = 99;
cout << i << endl;
```

What is the result of executing these statements, assuming that `iostream` is included?

- A. 99 is sent to standard out.
- B. None of the other options describes the behavior of this code.
- C. This code does not compile.
- D. This code has a memory leak.
- E. **[Correct Answer]** This code results in undefined runtime behavior.
- F. **[Your Answer]** 37 is sent to standard out.

{{questionNumber}}}. Consider this simple example.

```
int * a;
int * b;
b = new int(5);
a = b;
*a = 9;
cout << *b << endl;
delete b;
a = NULL;
b = NULL;
```

What is the result of executing these statements if you assume the standard `iostream` library has been included?

- A. The memory address of `b` is sent to standard out.
- B. **[Correct Answer]** 9 is sent to standard out and no memory is leaked.
- C. None of the other options describes the behavior of this code.
- D. This code results in undefined runtime behavior.
- E. This code has a memory leak.
- F. **[Your Answer]** 5 is sent to standard out and no memory is leaked.

{{questionNumber}}}. Consider this simple example

```
class Pumpkin {
public:
    Pumpkin(double radius, int * seeds)
    Pumpkin(const Pumpkin & other);
    ~Pumpkin();
    // more public member functions

private:
    double radius;
    int *seeds;
    // more private member variables
};
```

Which of the following functions must also be implemented for the `Pumpkin` class for it to function correctly?

- A. `operator delete`
- B. **[Correct Answer]** `operator=`
- C. `operator()`
- D. **[Your Answer]** No Parameter Constructor
- E. `setRadius()`

```
#include <iostream>
using namespace std;

class Bear {
public:
    Bear() { cout << "Growl "; }
    ~Bear() { cout << "Stomp stomp stomp "; }
};

int main() {
    Bear beary;
    cout << "Run! ";
    return 0;
}
```

{{questionNumber}}}. What is the result of compiling and executing this code?

- A. Run! Stomp stomp stomp
- B. Run!
- C. **Your Answer** Growl Run!
- D. **Correct Answer** Growl Run! Stomp stomp stomp
- E. This code does not compile.