

CS1411 - Summer 05 - Test 1 - Part I

June 3, 2005

1. The process of converting a high-level language program into a machine language program is called
 - a) linking
 - b) executing
 - c) *compiling*
 - d) Both a and b.
 - e) None of the above.

2. Comments that begin with `//` can be
 - a) end-of-line comments
 - b) full-line comments
 - c) placed inside a string
 - d) *either a or b.*
 - e) None of the above.

3. The ____ file must be included for any application that outputs data to the screen or inputs data from the keyboard using C++-style stream input/output.
 - a) `<stream>`
 - b) `<cppio>`
 - c) `<iostream>`
 - d) `<streamio>`
 - e) None of the above.

4. The space whitespace character is always ignored by the compiler in C++ except when placed
 - a) in a full-line comment
 - b) *in a string*
 - c) between statements
 - d) in an end-of-line comment
 - e) None of the above.

5. Every C++ application must contain exactly one *a) main function*
 - b) whitespace character
 - c) preprocessor directive
 - d) header file

6. C++ statements end when (the) ____ is (are) reached.
- a) forward-slash (/) character
 - b) *semicolon (;) character*
 - c) two forward-slash (//) characters
 - d) asterisk (*)
 - e) None of the above.
7. When \\ is inserted into a string being displayed,
- a) the string is terminated
 - b) *a backslash is displayed*
 - c) the compiler treats the remainder of the line as a comment
 - d) a runtime error occurs
 - e) All of the above.
8. Use ____ to print a double quote
- a) ..
 - b) " "
 - c) \ "
 - d) #"
9. Logic errors
- a) prevent an application from compiling
 - b) *can cause your program to produce erroneous results when run*
 - c) occur when code statements violate the grammatical rules of the programming language
 - d) Both a and c.
 - e) None of the above.
10. Upon finding a syntax error in an application, the compiler will notify the user of an error by giving the user
- a) the line number of the error
 - b) the correct code to fix the error
 - c) a brief description of the error
 - d) *both a and c*
11. Which of the following statements contains a syntax error?
- a) using namespace std
 - b) return 0;
 - c) cout << Welcome to C++!;
 - d) #include <iostream>
 - e) *Both a and c.*
12. ____ must begin the body of every function
- a) a newlince character
 - b) the int keyword
 - c) a return statemet
 - d) *a left brace {*

13. Operator << is the ____ operator

- a) *stream insertion*
- b) stream extraction
- c) display
- d) cout

14. Within a string, the backslash character \ indicates

- a) the end of the string
- b) a command sequence
- c) *an escape sequence*
- d) that a backslash is printed on the screen

15. Identifiers

- a) can begin with any character, but cannot contain spaces
- b) must begin with a digit, but cannot contain spaces
- c) *cannot begin with a digit and cannot contain spaces*
- d) cannot begin with a digit, but can contain spaces
- e) can contain digits and letters, but not underscores

16. Assume that input is defined as a variable of type int. Which of the following statements gives the value entered at the keyboard to input?

- a) *cin >> input;*
- b) cin << input;
- c) input = cin;
- d) cin = input;
- e) input << cin;

17. The ____ character is not a C++ operator.

- a) =
- b) \
- c) *
- d) %
- e) +

18. A variable definition must specify a

- a) name
- b) type
- c) initialization value
- d) All of the above.
- e) *Both a and b.*

19. Assigning a value to a variable is a(n) ____ process.

- a) *destructive*
- b) nondestructive
- c) redundant
- d) unary
- e) None of the above.

20. When a value is read from memory, that value is a) overwritten
b) replaced with a new value
c) moved to a new location in memory
d) *not changed*
21. Any fractional part of an integer division result is
a) stored to the right of the decimal point
b) stored in variable remainder
c) rounded
d) *truncated*
e) None of the above.
22. The expression to the right of the assignment operator (=) is always evaluated ____ assignment occurs
a) *before*
b) after
c) at the same time
d) none of the above
23. In C++, use ____ to force the order of evaluation of operators
a) *parentheses*
b) variables
c) the debugger
d) memory
24. Variables used to store integer values should be defined with the ____ keyword.
a) integer
b) *int*
c) intVariable
d) Int
25. What is the output of the following code fragment
- ```
int a;
cout << a << endl;
a = 7;
```
- a) 0  
b) 7  
c) it does not output anything  
d) *it can not be determined from the information given*