

# 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*