

**The University of Alabama in Huntsville**  
**Electrical and Computer Engineering**  
**CPE 112 02**  
**Final Exam**  
**December 6, 2001**

Name: \_\_\_\_\_

Posting Code: \_\_\_\_\_

**True or False (1 point each)**

1. \_\_\_\_\_ There is only one unique general solution (algorithm) for a given problem.
2. \_\_\_\_\_ The compiler is a program that translates a high-level language program into machine code.
3. \_\_\_\_\_ Every C++ program must have a function named `main`.
4. \_\_\_\_\_ A(n) \_\_\_\_\_ is a location in memory, referenced by an identifier, where a data value that cannot be changed is stored.
5. \_\_\_\_\_ In a C++ expression without parentheses, all operations are performed in order from left to right.

6. \_\_\_\_\_ The single statement

```
cin >> alpha >> beta;
```

may be used in place of the two statements

```
cin >> alpha;  
cin >> beta;
```

7. \_\_\_\_\_ The `>>` operator skips leading whitespace characters when looking for the next data value in the input stream.
8. \_\_\_\_\_ If P and Q are logical expressions, the expression `P AND Q` is TRUE if either P or Q is TRUE or both are TRUE.
9. \_\_\_\_\_ The code segment

```
if (speed <= 40)  
    cout << "Too slow";  
if (speed > 40 && speed <= 55)  
    cout << "Good speed";  
if (speed > 55)  
    cout << "Too fast";
```

could be written equivalently as

```
if (speed <= 40)  
    cout << "Too slow";  
else if (speed <= 55)  
    cout << "Good speed";  
else  
    cout << "Too fast";
```

10. \_\_\_\_\_ An infinite loop is one in which the While expression always has the value `false`.
11. \_\_\_\_\_ It is possible to supply different argument names every time a function is called.
12. \_\_\_\_\_ Using global variables is better style than using local variables.
13. \_\_\_\_\_ If a loop containing a `break` statement is nested within a Switch statement, execution of that `break` statement causes an exit from the loop but not from the Switch statement.
14. \_\_\_\_\_ In C++, the expressions `beta++` and `++beta` can always be used interchangeably.
15. \_\_\_\_\_ C++ allows an array to be a member of a `struct`.
16. \_\_\_\_\_ The components of an array are all of the same data type.
17. \_\_\_\_\_ Given the declaration

```
int beta[20];
```

the statement

```
beta = beta + 1;
```

adds 1 to all 20 elements of the array.

**Fill in the Blank (1 point each)**

18. Coding of an algorithm takes place during the \_\_\_\_\_ phase of a computer program's life cycle.
19. A(n) \_\_\_\_\_ is a step-by-step procedure for solving a problem in a finite amount of time.
20. A(n) \_\_\_\_\_ is a name associated with a function or data object and used to refer to that function or data object.
21. The implicit (automatic) conversion of a value from one data type to another is called \_\_\_\_\_.
- 22 The C++ standard library defines a data type named \_\_\_\_\_ that represents a stream of characters going to an output file.
23. \_\_\_\_\_ is a technique for developing a program in which the problem is divided into more easily handled subproblems, the solutions of which create a solution to the overall problem.
24. Write a C++ logical expression that is `false` if either `x` or `y` is equal to 5:  
\_\_\_\_\_
25. A(n) \_\_\_\_\_ is an input statement located before the While loop that processes its input data.
26. A(n) \_\_\_\_\_ is a variable declared in a function heading.

27. The \_\_\_\_\_ of an identifier is the region of program code where it is legal to reference that identifier.
28. A Switch statement, like an If statement, is a(n) \_\_\_\_\_ control structure.
29. A(n) \_\_\_\_\_ is a user-defined data type whose domain is an ordered set of literal values expressed as identifiers.
30. \_\_\_\_\_ is the conversion of a value from a "lower" type to a "higher" type according to a programming language's precedence of data types.
31. A record in which at least one of the components is itself a record is called a(n) \_\_\_\_\_ record.

32. Given the declarations

```
typedef char String30[31];
struct BookType
{
String30 title;
String30 author;
String30 publisher;
};
BookType aNovel;
```

write a statement to print the author of `aNovel`:

\_\_\_\_\_

33. An operation on a data structure as a whole, as opposed to an operation on an individual component, is called a(n) \_\_\_\_\_ operation.
34. Write the declaration statement for a 25-element one-dimensional array named `letterGrade` whose component type is `char`: \_\_\_\_\_

### Multiple Choice (1 point each)

35. \_\_\_\_ Which of the following most closely resembles human language?
- a. a high-level language
  - b. a machine language
  - c. an assembly language
36. \_\_\_\_ Which of the following terms describes the execution of a series of statements (instructions) one after another?
- a. sequence
  - b. selection
  - c. looping
  - d. subprogram

37. \_\_\_\_\_ Which one of the following is *not* a valid identifier in C++?

- a.Hi\_There
- b.top40
- c.UpAnDdOwN
- d.3BlindMice
- e.CAPS

38. \_\_\_\_\_ After execution of the code fragment

```
int arr[5];
int i;

for (i = 0; i < 5; i++)
{
    arr[i] = i + 2;
    if (i >= 3)
        arr[i-1] = arr[i] + 3;
}
```

what is contained in arr[1]?

- a.2
- b.3
- c.7
- d.8
- e.none of the above

39. \_\_\_\_\_ Given the nested For loops

```
for (i = 0; i < M; i++)
    for (j = 0; j < N; j++)
        cout << table[i][j];
```

what is the appropriate declaration for table?

- a.int table[M][N];
- b.int table[N][M];
- c.int table[M+N];
- d.int table[M+1][N+1];
- e.int table[N+1][M+1];

40. \_\_\_\_\_ The value of the C++ expression  $3 / 4 * 5$  is:

- a.0.0
- b.0
- c.3.75
- d.3
- e.0.15

41. \_\_\_\_\_ What is the output of the following program fragment?
- ```
age = 29;
cout << "Are you" << age << "years old?" << endl;
```
- a. Are you 29 years old?
  - b. Are you 29 years old?
  - c. Are you 29 years old?
  - d. Are you 29 years old?
  - e. Are you age years old?
42. \_\_\_\_\_ Given the constant declaration
- ```
const int FACTOR = 95;
```
- which of the following is *not* a valid use of FACTOR?
- a. `cout << FACTOR * 3;`
  - b. `FACTOR = 24;`
  - c. `cin >> FACTOR;`
  - d. a and c above
  - e. b and c above
43. \_\_\_\_\_ If p is a Boolean variable, which of the following logical expressions always has the value false?
- a. `p && p`
  - b. `p || p`
  - c. `p && !p`
  - d. `p || !p`
  - e. b and d above
44. \_\_\_\_\_ What is the value of `loopCount` after control exits the following loop?
- ```
loopCount = 1;
while (loopCount <= 145)
{
    alpha = alpha + 7;
    loopCount++;
}
```
- a. 1
  - b. 144
  - c. 145
  - d. 146
45. \_\_\_\_\_ Parameter passage by value is used if a parameter's data flow is
- a. one-way, into the function.
  - b. one-way, out of the function.
  - c. two-way, into and out of the function.
  - d. a and b above
  - e. b and c above

46. \_\_\_\_\_ What is the output of the following code fragment? (finished is a bool variable, and firstInt and secondInt are of type int.)

```
finished = false;
firstInt = 3;
secondInt = 20;
while (firstInt <= secondInt && !finished)
    if (secondInt / firstInt <= 2) // Reminder: integer division
        finished = true;
    else
        firstInt++;
cout << firstInt << endl;
```

- a.3
- b.5
- c.7
- d.8
- e.9

47. \_\_\_\_\_ A function SomeFunc has two parameters, alpha and beta, of type int. The data flow for alpha is one-way, into the function. The data flow for beta is two-way, into and out of the function. What is the most appropriate function heading for SomeFunc?

- a.void SomeFunc( int alpha, int beta )
- b.void SomeFunc( int& alpha, int beta )
- c.void SomeFunc( int alpha, int& beta )
- d.void SomeFunc( int& alpha, int& beta )

48. \_\_\_\_\_ Given the function definition

```
int Trans( /* in */ int alpha,
          /* in */ int beta )
{
    if (alpha > beta)
        return alpha + 10;
    else
        return 2 * beta;
}
```

what is printed by the following code?

```
cout << Trans(5, Trans(9, 4)) << endl;
```

- a.15
- b.38
- c.16
- d.19
- e.8

49. \_\_\_\_\_ A struct is an example of:

- a.a simple data type
- b.a homogeneous structured type
- c.a heterogeneous structured type
- d.an enumeration type

50. \_\_\_\_\_ How many iterations does the following For loop execute? (count is of type int.)  
`for (count = 0; count <= 20; count++)  
 DoSomething();`

- a.18
- b.19
- c.20
- d.21
- e.infinitely many

51. \_\_\_\_\_ What is the output of the following code fragment? (All variables are of type int.)

```
n = 2;  
for (loopCount = 1; loopCount <= 3; loopCount++)  
    do  
        n = 2 * n;  
        while (n <= 4);  
cout << n << endl;
```

- a.4
- b.8
- c.16
- d.32
- e.64

52. \_\_\_\_\_ Given the declarations

```
enum Days {YESTERDAY, TODAY, TOMORROW};  
Days day = TODAY;
```

what is the value of the expression `int(day)` ?

- a.TODAY
- b.1
- c.TOMORROW
- d.2
- e.none of the above

53. (4 points) Use correct C++ syntax to define a new type called `player_t` that consists of an integer called `assists`, an integer called `points`, an integer called `blocks`, and an integer called `rebounds`.

54. (10 points) Write a value-returning function named `Array_Min` that returns the smallest value found in a one-dimensional integer array. The parameters are the array and its size.

55. (12 points) Given the following program segment, what is the output of each `cout` statement?

```
double x[5];
int y;

for (y = 0; y < 5; y++)
    x[y] = 2 * y - 1;
y = 2;
```

- a) `cout << x[4] << endl ;` \_\_\_\_\_
- b) `cout << x[0] << endl;` \_\_\_\_\_
- c) `cout << x[1] + 2.0 << endl;` \_\_\_\_\_
- d) `cout << x[(1+1)*2] << endl;` \_\_\_\_\_
- e) `cout << x[int(x[2])] << endl ;` \_\_\_\_\_
- f) `cout << x[y++] << endl;` \_\_\_\_\_

56. (5 points) Using the data values

3 2 4

show what is printed by the following program.

```
#include <iostream>
using namespace std;
void Test(int&, int&, int);
int main()
{
    int a = 15;
    int b = 5;
    int c = 12;
    Test(a, b, c);
    b = b + 10;
    cout << "The answers are " << b << ' ' << c << ' ' << a;
    return 0;
}
void Test(int& z, int& x, int a)
{
    cin >> z >> x >> a;
    a = z * x + a;
}
```

57. (5 points) What is the output of the following program segment? (All variables are of type int.)

```
i = 1;
while (i <= 5)
{
    sum = 0;
    j = 1;
    while (j <= i)
    {
        sum = sum + 3*j;
        j++;
    }
    cout << sum << ' ';
    i++;
}
```

58. (12 points) a. (8 points) Write a value-returning function named `Count_Lines` which takes a file stream as input and returns the number of lines in the file. You know you have come to the end of a file when you see a newline character. b. (4 points) Show all the necessary declarations and the calling statement in the calling function for the user function in question 58a.