

C++ II week 2 Test

Name:

Group:

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- 1.) The _ is the de-referencing operator.
a)* b)& c)% d)@
- 2.) The _ is the "address of" operator.
a)* b)& c)% d)@
- 3.) The _ is used to declare a pointer.
a)* b)& c)% d)@
- 4.) The _ is used to get the value of the variable the pointer is pointing to.
a)* b)& c)% d)@
- 5.) The _ is used to change the value of the variable the pointer is pointing to.
a)* b)& c)% d)@

What is the output of the following code fragment.

```
{  
    int x=5;  
    int *yprt=&x;
```

- _____ 6.) cout << x;
- _____ 7.) cout << yptr;
- _____ 8.) cout << *yptr;
- *yptr=x*2;
- _____ 9.) cout << *yptr;
- _____ 10.) cout << x;
 }

- a) 5 b) & c) address of X d) 10 e) 2

- 11.) Structures allow variables to be grouped to form a new ____.
a) members b) data type c) function d) pointer
- 12.) The parts of a structure are called ____.
a) members b) data type c) function d) pointer
- 13.) The ____ operator is used to access data from structures.
a) * b) & c) % d) .
- 14.) enum allow a programmer to create their own ____.
a) members b) data type c) function d) pointer
- 15.) The scope of a variable refers to the ____ of the variable.
a) global b) value c) availability d) reference

What is the output of the following code fragment.

char my_word[5] = "book";

_____ 16.) cout << my_word << '\n';

my_word[3] = 't';

_____ 17.) cout << my_word << '\n' ;

my_word[0] = 's';

_____ 18.) cout << my_word << '\n';

*(my_word + 3) = 'n';

_____ 19.) cout << my_word << '\n';

my_word[2] = 'w';

_____ 20.) cout << my_word << '\n';

- a) book b) soon c) boot d) soot e) sown

21.) Will this code pass by value, reference, or by address?

My_function(int &x)

- a) value
- b) reference
- c) address

What is the output of the following code fragment?

int function (int a);

```
main()
{
    int x=5;
```

_____ 22.) cout << function (x);

_____ 23.) cout <<x;

```
}
```

```
int function (int a)
{
    int x;
    x= a*10;
    return x;
}
```

- a) 5
- b) X
- c) address of X
- d) 10
- e) 50