CH 1
The basic commands that a computer performs are input (get data), output (display result), storage, and performance of arithmetic and logical operations.

Main memory is directly connected to the CPU.

When the computer is turned off, everything in secondary memory is lost.

The devices that feed data and programs into computers are called output devices.

Information stored in main memory must be transferred to some other device for permanent storage.

The device that stores information permanently (unless the device becomes unusable or you change the information by rewriting it) is called primary storage.

The command that does the linking on Visual C++ 2012 Express and Visual Studio 2012 is Make or Remake.

When you compile your program, the compiler identifies the logic errors and suggests how to correct them.

CH 1 (cont)
To develop a program to solve a problem, you start by analyzing the problem.

C++ programs have always been portable from one compiler to another.

Several categories of computers exist, such as mainframe, midsize, and micro.

The basic commands that a computer performs are input, output, storage, and performance of arithmetic and logical operations.

Main memory is called random access memory.

The ____ is the brain of the computer and the single most expensive piece of hardware in your personal computer.

Main memory is an ordered sequence of items, called memory cells.

The devices that feed data and programs into computers are called input devices.

The devices that the computer uses to display results are called output devices.

___ programs perform a specific task.

The ____ monitors the overall activity of the computer and provides services.

___ represent information with a sequence of 0s and 1s.

A sequence of eight bits is called a byte.

The digit 0 or 1 is called a binary digit, or bit.

The term GB refers to gigabyte.

__ consists of 65,536 characters.

A program called a(n) ____ translates instructions written in high-level languages into machine code.

A program called a(n) ____ combines the object program with the programs from libraries.

A program that loads an executable program into main memory is called a(n) ____.

A step-by-step problem-solving process in which a solution is arrived at in a finite amount of time is called a(n) ____.

Dividing a problem into smaller subproblems is called ____ design.

A(n) ____ consists of data and the operations on those data.

Digital Signals
byte
bit
gigabyte
Unicode
compiler
linker
loader
algorithm
code
structured
object

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### CH 1 (cont)

| The programming language C++ evolved from ____._ | C |
| The memory allocated for a float value is ____ bytes. | four |
| In C++, reserved words are the same as predefined identifiers. | F |
| The maximum number of significant digits in values of the double type is 15. | T |
| The maximum number of significant digits in float values is up to 6 or 7. | T |
| An operator that has only one operand is called a unique operator. | F |
| If a C++ arithmetic expression has no parentheses, operators are evaluated from left to right. | T |
| A mixed arithmetic expression contains all operands of the same type. | F |
| Suppose a = 5. After the execution of the statement ++a; the value of a is 6. | T |
| The escape sequence \v moves the insertion point to the beginning of the next line. | F |

### CH 2. (cont)

| A comma is also called a statement terminator. | F |
| Suppose that sum is an int variable. The statement `sum += 7;` is equivalent to the statement `sum = sum + 7;` | T |
| The ____ rules of a programming language tell you which statements are legal, or accepted by the programming language. | Syntax |
| Which of the following is a reserved word in C++? | char |
| Which of the following is a legal identifier? | program_1 |
| ____ is a valid int value. | 46259 |
| ____ is a valid char value. | 'A' |
| An example of a floating point data type is ____ | double |
| (2X) The value of the expression `33/10, assuming both values are integral data types, is _____. // The value of the expression `17 % 7` is _____. | 3 |
| The expression `static_cast(9.9)` evaluates to _____. | 9 |

### CH 2. (cont)

| The expression `static_cast(6.9) + static_cast(7.9)` evaluates to _____. | 13 |
| The length of the string “computer science” is _____. Question 22 options: | 16 |
| In a C++ program, one and two are double variables and input values are 10.5 and 30.6. After the statement `cin >> one >> two;` executes, the value of count is _____. | 2 |
| Suppose that count is an int variable and count = 1. After the statement `count++;` executes, the value of count is _____. | Sunny |
| Choose the output of the following C++ statement: `cout << "Sunny" << "Day" " << endl;` | Sunny Day |
| Which of the following is the newline character? | \n |
| ____ are executable statements that inform the user what to do. | prompt |
| The declaration `int a, b, c;` is equivalent to which of the following? | int |
**CH 2. (cont)**

Suppose that alpha and beta are int variables and alpha = 5 and beta = 10. After the statement alpha *= beta; executes, ____.

Suppose that sum and num are int variables and sum = 5 and num = 10. After the statement sum += num executes, ____.

**Insertion Point 1**

alpha = beta;
beta = beta + 1;

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**CH 3 (cont)**

The extraction operator >> skips only all leading blanks when searching for the next data in the input stream. When reading data into a char variable, after skipping any leading whitespace characters, the extraction operator >> finds and stores only the next character; reading stops after a single character.

Entering a char value into an int variable causes serious errors, called input failure.

If input failure occurs in a C++ program, the program terminates immediately and displays an error message.

In an output statement, each occurrence of endl advances the cursor to the end of the current line on an output device.

You can use the function getline to read a string containing blanks.

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**CH 3 (cont)**

Suppose that x is an int variable and y is a double variable and the input is: 10 20.7 Choose the values after the following statement executes: cin >> x >> y; x = 10, y = 20.7.

Suppose that x and y are int variables. cin >> x >> y; Which of the following is a valid input statement? `cin >> x >> y;`

Suppose that x is an int variable, y is a double variable and ch is a char variable and the input is: 15A 73.2 Choose the values after the following statement executes: cin >> x >> ch >> y; x = 15, ch = 'A', y = 73.2.

Suppose that x is an int variable, ch is a char variable, and the input is: 276 Choose the values after the following statements execute? cin >> x >> ch; x = 276, ch = '6'.

Suppose that alpha is an int variable and ch is a char variable and the input is: 17A What are the values after the following statements execute? cin = alpha; cin = ch; alpha = 17, ch = 'A'.

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### CH 3 (cont)

**Suppose that x is an int variable, y is a double variable, z is an int variable, and the input is: 15 76.3 14**

Choose the values after the following statement executes: `cin >> x >> y >> z;`

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 15, y = 76.3, z = 14</td>
<td>Input values</td>
</tr>
</tbody>
</table>

**Suppose that ch1, ch2, and ch3 are variables of the type char and the input is: A B C**

Choose the value of ch3 after the following statement executes: `cin >> ch1 >> ch2 >> ch3;`

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'C'</td>
<td>Value of ch3</td>
</tr>
</tbody>
</table>

**Suppose that x and y are int variables, z is a double variable, and the input is: 28 32.6 12**

Choose the values after the following statement executes: `cin >> x >> y >> z;`

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x = 28, y = 32.6, z = 12</td>
<td>Input values</td>
</tr>
</tbody>
</table>

**This statement results in an input failure**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'W'</td>
<td>Value of ch2</td>
</tr>
</tbody>
</table>

**In C++, the dot is an operator called the member access operator.**

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>'X'</td>
<td>Value of ch2</td>
</tr>
</tbody>
</table>

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By ghostrogue

cheatography.com/ghostrogue/
Suppose that \( x = 25.67, \ y = 356.876, \) and \( z = 7623.9674 \).

What is the output of the following statements?

\[
\text{cout} \ll \text{fixed} \ll \text{showpoint}; \text{cout} \ll \text{setprecision}(2); \text{cout} \ll x \ll y \ll z; \ll \text{endl};
\]

\[
x = 55.68, \ y = 476.859, \text{ and } z = 23.8216.
\]

What is the output of the following statements?

\[
\text{cout} \ll \text{fixed} \ll \text{showpoint}; \text{cout} \ll \text{setprecision}(3); \text{cout} \ll x \ll y \ll \text{setprecision}(2); \ll z; \ll \text{endl};
\]

Suppose that \( x = 1565.683, \ y = 85.78, \) and \( z = 123.982 \).

What is the output of the following statements?

\[
\text{cout} \ll \text{setfill}('\*'); \text{cout} \ll \text{"123\456\789\012\345\678}\ll \text{y} \ll \text{setfill(' ')}; \text{cout} \ll \text{setfill('#')}; \text{cout} \ll \text{"Donald\*Goofy\"} \ll \text{setfill('')} \ll \text{"Mickey\"} \ll \text{setfill('')} \ll \text{"Goofy\"} \ll \text{setfill('')} \ll \text{endl};
\]

_____ is a parameterized stream manipulator.

Manipulators without parameters are part of the _____ header file.

Consider the following program segment.

\[
\text{ifstream inFile; //Line 1}\nn\text{int x, y; //Line 2 ... //Line 3 inFile >> x >> y; //Line 4 Which of the following statements at Line 3 can be used to open the file progdata.dat and input data from this file into x and y at Line 4?}
\]

Suppose that outFile is an ofstream variable and output is to be stored in the file outputData.out. Which of the following statements opens the file outputData.out and associates outFile to the output file?