Chapter 2: Problem Solving Using C++

TRUE/FALSE

1.	Modular programs a manner.	re easier t	to develop, con	rrect, a	nd modify than programs constructed in some other	
	ANS: T	PTS:	1	REF:	45	
2.	One important require what the function do		or designing a g	good fu	nction is giving it a name that conveys some idea of	
	ANS: T	PTS:	1	REF:	47	
3.	Except for strings, do	ouble quo	otes, identifiers	s, and k	reywords, C++ ignores all white space.	
	ANS: T	PTS:	1	REF:	56	
4.	C++ is a case-sensiti	ve langua	age.			
	ANS: T	PTS:	1	REF:	48	
5.	Programs in C++ can	n have mo	ore than one m	ain()	function.	
	ANS: F	PTS:	1	REF:	48	
6.	Preprocessor comma	ands end v	with a semicol	on.		
	ANS: F	PTS:	1	REF:	51	
7.	C++ provides ten bu	ilt-in inte	ger data types			
	ANS: F	PTS:	1	REF:	61	
8.	You cannot add and	subtract c	character data	and mi	x it with integer data to produce useful results.	
	ANS: F	PTS:	1	REF:	70	
9.	Although declaration statements can be placed anywhere in a function, typically they're grouped together and placed after the function's opening brace.					
	ANS: T	PTS:	1	REF:	81	
10.	Omitting the parenth	eses after	rmain() is a	comm	on programming error.	
	ANS: T	PTS:	1	REF:	97	
MUL'	TIPLE CHOICE					
1.	Programs with a stru	cture con	sisting of inte	rrelated	I segments, called, are arranged in a logical,	
	easily understandable a. blocks			grated a		

	b. modules			d.	procedures
	ANS: B	PTS:	1	REF:	45
2.	manner.	asier to	develop, correc	ct, and r	modify than programs constructed in some other
	a. Modularb. Handwritten				Sequential Low-level
	ANS: A	PTS:	1	REF:	45
3.		n data a	nd functions ap		te for manipulating the data.
	a. segmentb. block				class function
	ANS: C	PTS:	1	REF:	47
4.	A(n) is a word manner.	the lang	guage sets aside	e for a s	pecial purpose and can be used only in a specified
	a. codewordb. keyword				identifier classname
	ANS: B	PTS:	1	REF:	47
5.	The maximum numb	er of ch	naracters in a fu	nction 1	name is
	a. 128b. 256			c.	512 1024
	ANS: D	PTS:	1	REF:	
6.	A(n) is a word	designe	ed as a memory	aid.	
	a. mnemonicb. keyword	-			reserved word identifier
	ANS: A	PTS:	1	REF:	48
7.	The main () function in which they execut		erred to as a(n)	fi	unction because it tells other functions the sequence
	a. logical				driver
	b. auxiliary	DEC	1		class
	ANS: C	PTS:	1	REF:	48
8.	Data transmitted to a a. return value	functio	on at runtime is		d to as the of the function.
	b. arguments				structure
	ANS: B	PTS:	1	REF:	49
9.	_	ıt object	t that sends data		ives to the standard display device.
	a. outb. cin				print cout
	ANS: D	PTS:	1	REF:	50
10.	Preprocessor comma	nds beg	gin with a	-	
	a. #			c.	//

	b. !			d.	*/		
	ANS: A	PTS:	1	REF:	51		
11.	in C++ are any combination of letters, numbers, and special characters enclosed in quotation marks.						
	a. Arraysb. Strings				Enums Objects		
	ANS: B	PTS:	1	REF:	52		
12.	The newline escape	sequenc	e is				
	a. \l b. \r				\n \t		
	ANS: C	PTS:	1	REF:	52		
13.	are explanatory	remark	s made in a pi	ogram.			
	a. Commentsb. Strings				Escape sequences Classes		
	ANS: A	PTS:	1				
	ANS: A	P15:	1	KEF:	31		
14.	A begins with a. program comme		thes $(//)$ and α		s to the end of the line. block comment		
	b. function comme				line comment		
	ANS: D	PTS:	1	REF:	57		
15.	A(n) is an acce	ptable v	alue for a data				
	a. primitive valueb. literal				built-in value class value		
	ANS: B	PTS:	1				
16.	The three most impo	rtant an	d common into	eger typ	es used in most applications are int, char, and		
	·						
	a. long intb. unsigned ch	ar		c. d.	long		
	ANS: C	PTS:	1	REF:	61		
17.	The C++ operator	prov	vides the numb	er of by	tes used to store values for any data type named in		
	the operator's parent a. size()	heses.		C	length()		
	b. sizeof()				lengthof()		
	ANS: B	PTS:	1	REF:	65		
18.	A(n) number, more commonly known as a real number, can be the number zero or any positive or negative number that contains a decimal point.						
	a. boolean			c.	long int		
	b. integer				floating-point		
	ANS: D	PTS:	1	REF:	67		
19.	A(n) is an item	used to	change how t	he outpu	nt stream of characters is displayed.		

	a. manipulator			c.	string
	b. escape sequence				char object
	ANS: A	PTS:	1	REF:	72
20.		a name	the programme	_	ns to refer to computer storage locations.
	a. constantb. variable				expression identifier
	ANS: B	PTS:	1	REF:	79
21.	A(n) data value	e is cons	sidered a compl	lete enti	ity and can't be decomposed into a smaller data type
	supported by the lan		•		
	a. composedb. atomic				complex real
	ANS: B	PTS:	1	REF:	82
22.	When a declaration s	statemei	nt is used to sto	re a val	ue into a variable, the variable is said to be
	a. initialized			c.	reserved
	b. deleted				used
	ANS: A	PTS:	1	REF:	83
23.	The value stored in t	he varia	able is referred		
	a. addressb. location				data contents
	ANS: D	PTS:	1	REF:	86
24.	To determine the add	dress of	a variable, we	can use	C++'s address operator,, which means "the
	address of." a. *			0	&
	b. =				<u>«</u> !
	ANS: C	PTS:	1	REF:	88
25.			ror consists of f	forgetti	ng to separate data streams sent to cout with the
	insertion symbol, a. <	·		C	>>
	b. >				<<
	ANS: D	PTS:	1	REF:	97
COM	PLETION				
		C 1	11 1		
1.	A program consists of to perform a specific	_	ograms, called		, that are designed and developed
	ANS: modules				
	PTS: 1	REF:	46		
2.	In C++ a module ca	n be a c	lass or a(n)		

	ANS:	function		
	PTS:	1	REF:	46
3.		object-oriented operations.	langua	ge, such as C++, a(n) encapsulates both data and
	ANS:	class		
	PTS:	1	REF:	47
4.	In a fu	nction header, action returns v	the when it	before the function name defines the type of value has completed operating.
	ANS:	keyword		
	PTS:	1	REF:	49
5.	Each _			inside the function body must end with a semicolon (;).
	ANS:	statement		
	PTS:	1	REF:	50
6.		utput object tha		data it receives to the standard display device, or console, is called
		cout		
	PTS:	1	REF:	50
7.	The _	a input and ou	tnut res	_ and ostream classes provide the data declarations and methods used
		•	ipui, rei	spectively.
		istream		
		1	REF:	
8.	C++ s	upports two typ	pes of c	omments: line and
	ANS:	block		
	PTS:	1	REF:	57
9.		se values.		_ is defined as a set of values and a set of operations that can be applied
	ANS: data ty class	/pe		
	PTS:	1	REF:	60

10.	In C++, a(n) character changes the normal interpretation of the character following it and alters its meaning.
	ANS: escape
	PTS: 1 REF: 52
11.	The data type is used to store single characters.
	ANS: char
	PTS: 1 REF: 62
12.	A(n) data type allows negative values to be stored as well as zero and positive values.
	ANS: signed
	PTS: 1 REF: 66
13.	In C++, a(n) is any combination of operators and operands that can be evaluated to yield a value.
	ANS: expression
	PTS: 1 REF: 73
14.	A(n) statement names a variable and specifies the data type that can be stored in it.
	ANS: declaration
	PTS: 1 REF: 80
15.	Variables used to hold single-precision values are declared by using the keyword
	ANS: float
	PTS: 1 REF: 67
16.	Every variable has three major items associated with it: its data type, the value stored in it, and its
	ANS: address
	PTS: 1 REF: 87
17.	Forgetting to enclose a string sent to with quotation marks is a common programming error.
	ANS: cout

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PTS: 1 REF: 97