

b. modules d. procedures

ANS: B PTS: 1 REF: 45

2. ___ programs are easier to develop, correct, and modify than programs constructed in some other manner.

- a. Modular c. Sequential
b. Handwritten d. Low-level

ANS: A PTS: 1 REF: 45

3. A ___ contains both data and functions appropriate for manipulating the data.

- a. segment c. class
b. block d. function

ANS: C PTS: 1 REF: 47

4. A(n) ___ is a word the language sets aside for a special purpose and can be used only in a specified manner.

- a. codeword c. identifier
b. keyword d. classname

ANS: B PTS: 1 REF: 47

5. The maximum number of characters in a function name is ___.

- a. 128 c. 512
b. 256 d. 1024

ANS: D PTS: 1 REF: 47

6. A(n) ___ is a word designed as a memory aid.

- a. mnemonic c. reserved word
b. keyword d. identifier

ANS: A PTS: 1 REF: 48

7. The `main()` function is referred to as a(n) ___ function because it tells other functions the sequence in which they execute.

- a. logical c. driver
b. auxiliary d. class

ANS: C PTS: 1 REF: 48

8. Data transmitted to a function at runtime is referred to as the ___ of the function.

- a. return value c. body
b. arguments d. structure

ANS: B PTS: 1 REF: 49

9. The ___ is an output object that sends data it receives to the standard display device.

- a. `out` c. `print`
b. `cin` d. `cout`

ANS: D PTS: 1 REF: 50

10. Preprocessor commands begin with a ___ sign.

- a. # c. //

- a. manipulator
- b. escape sequence
- c. string
- d. char object

ANS: A PTS: 1 REF: 72

20. A(n) ____ is simply a name the programmer assigns to refer to computer storage locations.
- a. constant
 - b. variable
 - c. expression
 - d. identifier

ANS: B PTS: 1 REF: 79

21. A(n) ____ data value is considered a complete entity and can't be decomposed into a smaller data type supported by the language.
- a. composed
 - b. atomic
 - c. complex
 - d. real

ANS: B PTS: 1 REF: 82

22. When a declaration statement is used to store a value into a variable, the variable is said to be ____.
- a. initialized
 - b. deleted
 - c. reserved
 - d. used

ANS: A PTS: 1 REF: 83

23. The value stored in the variable is referred to as the variable's ____.
- a. address
 - b. location
 - c. data
 - d. contents

ANS: D PTS: 1 REF: 86

24. To determine the address of a variable, we can use C++'s address operator, ____, which means "the address of."
- a. *
 - b. =
 - c. &
 - d. !

ANS: C PTS: 1 REF: 88

25. A common programming error consists of forgetting to separate data streams sent to `cout` with the insertion symbol, ____.
- a. <
 - b. >
 - c. >>
 - d. <<

ANS: D PTS: 1 REF: 97

COMPLETION

1. A program consists of subprograms, called _____, that are designed and developed to perform a specific task.

ANS: modules

PTS: 1 REF: 46

2. In C++, a module can be a class or a(n) _____.

ANS: function

PTS: 1 REF: 46

3. In an object-oriented language, such as C++, a(n) _____ encapsulates both data and sets of operations.

ANS: class

PTS: 1 REF: 47

4. In a function header, the _____ before the function name defines the type of value the function returns when it 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. The output object that sends data it receives to the standard display device, or console, is called _____.

ANS: cout

PTS: 1 REF: 50

7. The _____ and ostream classes provide the data declarations and methods used for data input and output, respectively.

ANS: istream

PTS: 1 REF: 51

8. C++ supports two types of comments: line and _____.

ANS: block

PTS: 1 REF: 57

9. A(n) _____ is defined as a set of values and a set of operations that can be applied to these values.

ANS:
data type
class

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

PTS: 1

REF: 97