

CS201

Quiz 2

Last date

1 Dec 2023

Total marks 10

 **Solved by Iqra Azhar** 

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'\0' takes _____ space in the memory.

single byte,

A _____ is an array of characters that can store number of character specified.

string

char **argv can be read as _____.

char **argv can be read as a pointer to a pointer to a character

Dereferencing operator is represented by _____.

asterisk symbol (*).

While handling files, one can have _____ options

All of option

When an identifier is declared with keyword const then,

When an identifier is declared with the const keyword, it means that the identifier represents a constant,

Given a two dimensional array of integers, what would be the correct way of assigning the value 6 to the element at third row and fourth column?

array[2][3] = 6;

Pointer points to a particular _____.

A pointer in programming points to a particular memory address.

Transpose of a matrix means that when we interchange rows and columns _____

Select the correct option

the first row becomes the Last column

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the first column becomes the second column

the first row becomes the first column

the Last row becomes the first column

the first row becomes the first column

The value of a pointer can be _____.

The value of a pointer can be an address in memory

eof is used to check for the _____ of file when a file is being read.

end

We can read, write and manipulate the same file using _____

To read, write, and manipulate the same file in a program, you typically use a file handle or file object.

Following is an array of _____ rows and _____ columns. `int num[3][4];`

Following is an array of 3 rows and 4 columns.

The increment of a pointer depends on its _____.

The increment of a pointer depends on the type of data it is pointing to

_____ returns true if c is a letter and false otherwise.

Select the correct option

`int is digit(int c)`

`int is digit(int c`

`int is a num(int c)`

`int is alpha(int c)`

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`int isalpha(int c)`

Whenever some number is added in an array name, it will jump as many _____ as the added number.

Column

row

bite

memory

Whenever some number is added to an array name, it will jump as many bytes as the added number.

For the following statement, how much memory will be allocated to `myarray[0]`?

```
char * myarray[] = {"Arif", "Sadia"};
```

either 4 or 8 bytes.

Each array declaration must provide the information about all these things except _____

Following is the declaration of a _____ array.

```
int arr[2][2][2];
```

Select the correct option

3-Dimensional

1-Dimensional

None of the given

2-Dimensional

3-Dimensional array.

What will be the output of the following code snippet?

```
char dest[50] = "Using strcat function,";
```

```
char src[50] = " this part is added and this is ignored";
```

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```
strncat(dest, src, 19); cout << dest ;
```

Using strncat function this part is added

We must include the header file _____ to convert the value of one type into another type using built-in functions.

<typeinfo> header

For the following statement, how much memory will be allocated to myarray[1]? char * myarray[] = {"Arif", "Sadiah"};

4 bytes,

Character strings are terminated by _____.

\0. null character

To get the value stored at a memory address, we use the _____

dereference operator (*).

A string which is assigned to a string variable is terminated by \

null character ('\0').

What will be the output of following program?

```
int data[10] = {10,20,30,40,50,60,70,80,90,100};
```

```
int *yptr = &data[5];
```

```
cout<<*++yptr;
```

70.

Suppose we have a file with name "myfile.txt". What will be the correct syntax of file opening for input?

To open a file named "myfile.txt" for input in various programming languages, you can use the following

```
myFile.open("myfile.txt", ios::in);
```

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Which header file must be included to use the functions `tolower()` and `toupper()`?

In C and C++, the functions `tolower()` and `toupper()` are part of **the `<cctype>` header file.**

We must include the header file _____ to convert the value of one type into another type using built-in functions.

`<cstdlib>` or `<stdlib.h>` header file.

Each array declaration must provide the information about all these things except _____.

Data Type: The type of elements the array will hold (e.g., `int`, `float`, `char`).no

Size/Number of Elements: The number of elements the array can hold.no

Initialization: The initial values of the elements (optional).no

If we have a pointer on the left hand side then the right hand side should have a/an _____.

If you have a pointer on the left-hand side, then on the right-hand side, there should be an **address (memory location) or another pointer.**

In Analysis, we try to have a _____.Select the correct option

Break up of problem

Determined the inputs

Precise problem statement

Mixture of multiple problems

following is the declaration of a 2D array, how many rows are declared for this array.`int arr[3][2];`

3 rows and 2 columns.

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What is output of following code?

```
int data[10] = {10,20,30,40,50,60,70,80,90,100};  
int *xptr = &data[4];  
int *yptr = &data[6];  
cout<<xptr + yptr++;
```

error

Each array declaration must provide the information about all these things except _____.

Data Type: The type of elements the array will hold (e.g., int, float, char).

Array Name: The identifier used to reference the array in the program.

Size/Number of Elements: The number of elements the array can hold.

Initialization: The initial values of the elements (optional).

What is output of following code?

```
int data[10] = {10,20,30,40,50,60,70,80,90,100};  
int *xptr = &data[4];  
int *yptr = &data[6];  
cout<<xptr + yptr++;
```

error

The parameter passed to isdigit() function is _____ variable.

character

<p>Which mode of file is used to open a file or stream for insertion.</p>

<p>in.</p>

When an identifier is declared with keyword const then,

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When an identifier is declared with the const keyword, it means that the value associated with that identifier cannot be changed after initialization. The const keyword is used to create constant variables or constant pointers.

suppose we have `int y[10]`; To access the 4th element of the array we write _____

`y[3];`

What will be the correct syntax for declaration of the following statement? "ptr is a constant pointer to an integer"

`const int* const ptr;`

ofstream is used for _____ input file stream output file stream

"output file stream."

What will be the output of following program? `int data[10] = {10,20,30,40,50,60,70,80,90,100}; int *yptr = &data[5]; cout<<*++yptr;`

70.

The name of the array is a constant pointer which contains the memory address of the _____ of the array.

The name of the array in C and C++ acts as a constant pointer to **the first element of** the array.
first element.