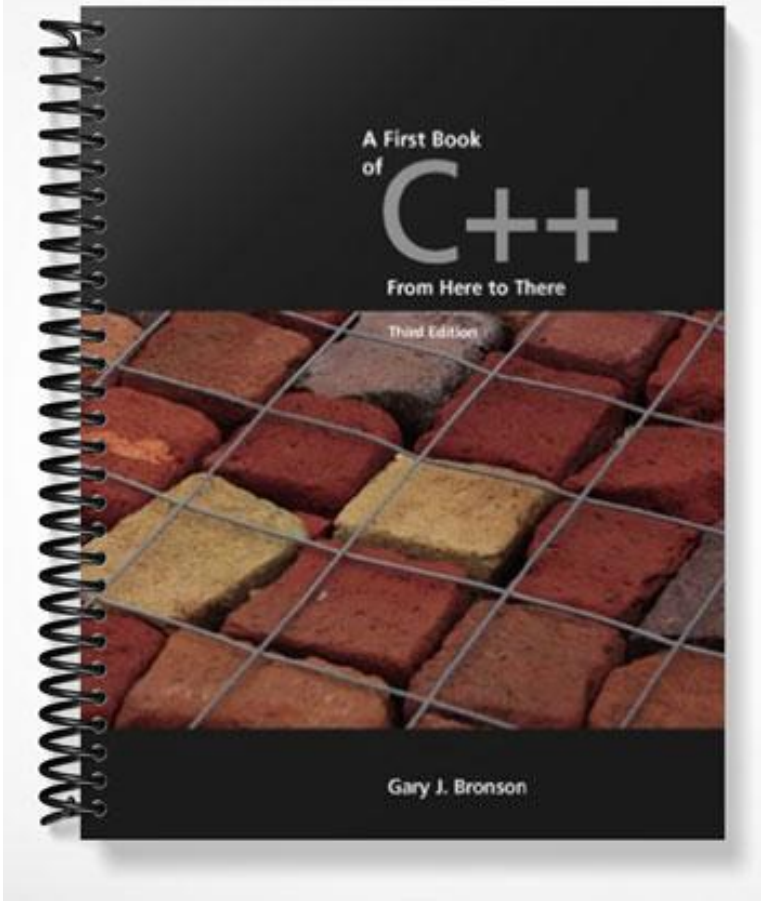
TEST BANK


A First Book
of
C++
From Here to There
Third Edition
Gary J. Bronson

Ch02

True/False
Indicate whether the statement is true or false.

____ 1. To prevent the programmer from attempting to perform an inappropriate operation, C++ allows only certain operations to be performed on certain types of data.

____ 2. The term *literal* reflects the fact that such a value explicitly identifies itself.

____ 3. Limitations of small and extremely expensive memory are a major concern for the vast majority of programs.

____ 4. The *char* data type is used to store multiple characters.

____ 5. When the *escape* character is placed directly in front of a select group of characters, it tells the compiler to escape from the way these characters would normally be interpreted.

____ 6. '\n' is a character literal, while "\n" is a string literal.

____ 7. Both the *char* and *bool* data types are signed data types.

____ 8. Special symbols such as the dollar sign and the comma are permitted in real numbers.

____ 9. Floating-point numbers can not be written in exponential notation.

____ 10. Although it is usually better not to mix integers and real numbers when performing arithmetic operations, predictable results are obtained when different data types are used in the same arithmetic expression.

____ 11. When evaluating simple arithmetic expressions, we determine the data type of the result by applying the following rules:
- If both operands are integers, the result is an integer.
- If any operand is a floating-point value, the result is a floating-point value.

____ 12. Two binary arithmetic operator symbols may be placed side by side.

____ 13. The precedence of an operator establishes its priority relative to all other operators.

____ 14. Character data can not be displayed using *cout*.

____ 15. A field width manipulator applies to the insertion of all data following it and remains in effect until it is changed.

____ 16. In current programming usage the term *flag* refers to an item, such as a variable or argument, that sets a condition usually considered as either active or nonactive.

____ 17. The display of integer values in one of the three possible number systems (decimal, octal, and hexadecimal) changes the manner in which the number is stored inside a computer.

____ 18. Individual memory locations in the memory unit do not always have unique addresses.

____ 19. Assignment statements always have an equals (=) sign and one variable name immediately to the left of this sign.

____ 20. Variables that hold single-precision values are declared using the keyword *float*, whereas variables that hold double-precision values are declared using the keywords *double float*.

____ 21. Variables that have the same data type can always be grouped together and declared by using a single declaration statement.

____ 22. Once a variable has been declared, it may be given additional names by using a *reference declaration.*

____ 23. Current C++ compilers can allocate sufficient storage for a variable without knowing the variable's data type.

____ 24. The compiler sometimes generates an error message for undeclared variables.

____ 25. C++ does not allow mixed-mode expressions.

Multiple Choice
Identify the choice that best completes the statement or answers the question.

____ 26. A data ____ is defined as a set of values and a set of operations that can be applied to these values.
a. type
b. set
c. base
d. dictionary

____ 27. C++ provides ____ built-in integer data types.
a. 1
b. 3
c. 6
d. 9

____ 28. The set of values supported by the *int* data type are ____ numbers.
a. positive
b. whole
c. real
d. rounded

____ 29. A character code is contained within ____ byte(s).
a. 1
b. 2
c. 4
d. 8

____ 30. The backslash, \, is referred to as the ____ character.
a. tab
b. quotient
c. escape
d. separator

____ 31. In C++, the *bool* data type is used to represent ____ data.
a. complex
b. real
c. imaginary
d. logical

____ 32. The ANSI C++ standard requires that an *int* must provide ____ as much storage as a *short int.*
a. at least
b. twice
c. three times
d. four times

____ 33. A *float* value is sometimes referred to as a ____ number.
a. single-precision
b. double-precision
c. binary
d. decimal

____ 34. The *sizeof*() operator can ____ be used to determine the amount of storage reserved by the compiler for a data type.
a. sometimes
b. usually
c. always
d. never

____ 35. The value of 1.625e3 is ____.
a. .001625
b. 162.500
c. 1625
d. 1625000

____ 36. The arithmetic operator % is the C++ symbol for the ____ operation.
a. addition
b. percentage
c. modulus
d. division

____ 37. Dividing the integer 15 by the integer 2 yields the result ____.
a. 7
b. 7.5
c. 7.500
d. 152

____ 38. When parentheses are used within parentheses, the expressions in the innermost parentheses are always evaluated ____.
a. from left to right
b. from right to left
c. first
d. last

____ 39. The C++ statement 'cout << (6 + 15);' yields the result ____.
a. (6 + 15)
b. 21
c. error
d. (21)

____ 40. The keyword *endl* is an example of a C++ ____.
a. literal
b. character
c. object
d. manipulator

____ 41. The *setw*(3) field width manipulator included in the stream of data passed to *cout* sets the field width for the ____ number(s) in the stream.
a. next
b. next two
c. next three
d. remaining

____ 42. To force the *cout* object to align output numbers on the units digit requires a field width wide enough for ____.
a. the smallest decimal number
b. the largest number
c. the largest exponent
d. the largest displayed number

____ 43. When a manipulator requiring an argument is used, the ____ header file must be included as part of the program.
a. iostream
b. cstdlib
c. iomanip
d. cctype

____ 44. Another name for a manipulator method that uses arguments is a(n) ____.
a. modifier
b. extension
c. parameterized manipulator
d. variable

____ 45. Hexadecimal numbers are denoted using a leading ____.
a. 0
b. 0x
c. x
d. xx

____ 46. In high-level languages like C++, ____ are used in place of actual memory addresses.
a. aliases
b. references
c. virtual addresses
d. symbolic names

____ 47. A variable name must begin with ____.
a. a letter or an underscore
b. a letter or a number
c. an upper case letter
d. a lower case letter

____ 48. Naming a variable and specifying the ____ that can be stored in it are accomplished by using declaration statements.
a. data type
b. value
c. precision
d. range

____ 49. When a declaration statement is used to store a value in a variable, the variable is said to be ____.
a. created
b. declared
c. initialized
d. referenced

____ 50. Multiple references may be declared in a single statement as long as each reference name is preceded by the ____ symbol.
a. backslash
b. forward slash
c. modulus
d. ampersand

Ch02
Answer Section

TRUE/FALSE

1.	ANS: T	PTS: 1	REF: 34
2.	ANS: T	PTS: 1	REF: 35
3.	ANS: F	PTS: 1	REF: 36
4.	ANS: F	PTS: 1	REF: 37
5.	ANS: T	PTS: 1	REF: 38
6.	ANS: T	PTS: 1	REF: 40
7.	ANS: F	PTS: 1	REF: 42
8.	ANS: F	PTS: 1	REF: 43
9.	ANS: F	PTS: 1	REF: 45
10.	ANS: T	PTS: 1	REF: 47
11.	ANS: T	PTS: 1	REF: 48
12.	ANS: F	PTS: 1	REF: 50
13.	ANS: T	PTS: 1	REF: 50-51
14.	ANS: F	PTS: 1	REF: 54
15.	ANS: F	PTS: 1	REF: 59
16.	ANS: T	PTS: 1	REF: 61
17.	ANS: F	PTS: 1	REF: 64
18.	ANS: F	PTS: 1	REF: 69
19.	ANS: T	PTS: 1	REF: 70-71
20.	ANS: F	PTS: 1	REF: 72
21.	ANS: T	PTS: 1	REF: 74
22.	ANS: T	PTS: 1	REF: 76
23.	ANS: F	PTS: 1	REF: 79
24.	ANS: F	PTS: 1	REF: 84
25.	ANS: F	PTS: 1	REF: 85

MULTIPLE CHOICE

26.	ANS: A	PTS: 1	REF: 34
27.	ANS: D	PTS: 1	REF: 35
28.	ANS: B	PTS: 1	REF: 36
29.	ANS: A	PTS: 1	REF: 37
30.	ANS: C	PTS: 1	REF: 38
31.	ANS: D	PTS: 1	REF: 40
32.	ANS: A	PTS: 1	REF: 42
33.	ANS: A	PTS: 1	REF: 44
34.	ANS: C	PTS: 1	REF: 45
35.	ANS: C	PTS: 1	REF: 45
36.	ANS: C	PTS: 1	REF: 47
37.	ANS: A	PTS: 1	REF: 48
38.	ANS: C	PTS: 1	REF: 50

39. ANS: B PTS: 1 REF: 53
40. ANS: D PTS: 1 REF: 54
41. ANS: A PTS: 1 REF: 57
42. ANS: D PTS: 1 REF: 58
43. ANS: C PTS: 1 REF: 59
44. ANS: C PTS: 1 REF: 62
45. ANS: B PTS: 1 REF: 64
46. ANS: D PTS: 1 REF: 69
47. ANS: A PTS: 1 REF: 70
48. ANS: A PTS: 1 REF: 71
49. ANS: C PTS: 1 REF: 75
50. ANS: D PTS: 1 REF: 78