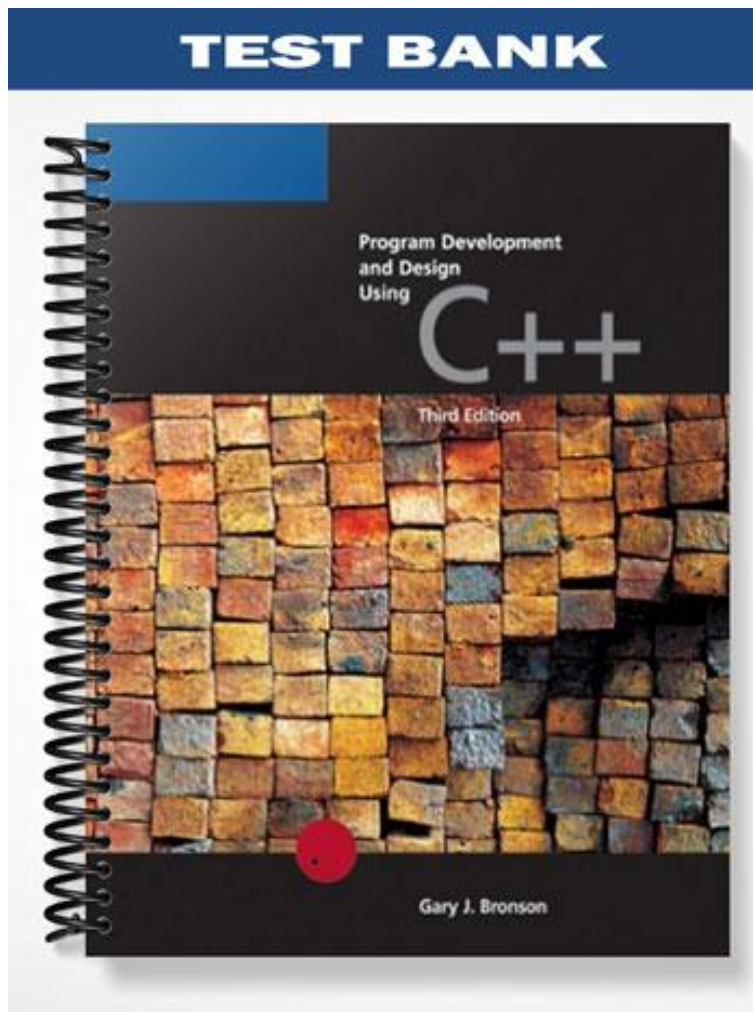


TEST BANK



Program Development
and Design
Using

C++

Third Edition

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Chapter 2: Problem Solving Using C++

TRUE/FALSE

1. Modular programs are harder to develop, correct, and modify than programs constructed in a non-modular manner.

ANS: F PTS: 1 REF: 48

2. A mnemonic is a word or name designed as a memory aid.

ANS: T PTS: 1 REF: 51

3. Data transmitted into a function at run time are referred to as arguments of the function.

ANS: T PTS: 1 REF: 51

4. The cout object must be re-written for each program that needs to use it.

ANS: F PTS: 1 REF: 54

5. C++ programs can have multiple main() functions.

ANS: F PTS: 1 REF: 58

6. A block comment begins with two slashes (//) and continues to the end of the line.

ANS: F PTS: 1 REF: 59

7. Excessive comments are a sign of bad programming.

ANS: T PTS: 1 REF: 60

8. A data type is defined as a set of values.

ANS: F PTS: 1 REF: 62

9. The bool data type is restricted to values of either true or false.

ANS: T PTS: 1 REF: 67

10. A signed data type is one that provides only for non-negative values.

ANS: F PTS: 1 REF: 68

11. A float value is sometimes referred to as a single-precision number.

ANS: T PTS: 1 REF: 70

12. In exponential notation the decimal point is moved to the left if the number after the e is positive or moved to the right if the number after the e is negative.

ANS: F PTS: 1 REF: 71

13. A cout statement may span multiple lines.

ANS: T PTS: 1 REF: 74

14. In a mixed-mode expression, if one operand is a real value, the result of the operation is an integer value.

ANS: F PTS: 1 REF: 75

15. The fractional part obtained when two integers are divided is always dropped.

ANS: T PTS: 1 REF: 75

16. A variable name may contain blanks.

ANS: F PTS: 1 REF: 81

17. A declaration statement tells the computer to assign (store) a value into a variable.

ANS: F PTS: 1 REF: 81

18. Declaring multiple variables in a single declaration requires that the data type of the variables be given multiple times.

ANS: F PTS: 1 REF: 84

19. Variable declarations may be freely intermixed and even contained within other statements.

ANS: T PTS: 1 REF: 85

20. The address of the first memory location used for the variable constitutes its address.

ANS: T PTS: 1 REF: 88

21. During stage 4 of the software development procedure, the simplest test method is to verify the program's operation for carefully selected sets of input data.

ANS: T PTS: 1 REF: 96

22. The term "car" is an abstraction.

ANS: T PTS: 1 REF: 104

23. In C++, abstract data types are called classes.

ANS: T PTS: 1 REF: 105

24. Expressions containing more than one addition or subtraction are evaluated from right to left as each operator is encountered.

ANS: F PTS: 1 REF: 77

25. The three most important integer data types that are used almost exclusively in the majority of applications are the int, char, and bool data types.

ANS: T PTS: 1 REF: 63

MULTIPLE CHOICE

1. The first character of a(n) ____ must be a letter or underscore (_).
- a. class
 - b. identifier
 - c. module
 - d. program

ANS: B PTS: 1 REF: 49

2. A(n) ____ is a word that is set aside by the language for a special purpose and can only be used in a specified manner.
- a. identifier
 - b. keyword
 - c. class
 - d. data type

ANS: B PTS: 1 REF: 50

3. Preprocessor commands begin with a(n) ____.
- a. %
 - b. \
 - c. \$
 - d. #

ANS: D PTS: 1 REF: 54

4. ____ are explanatory remarks made within a program.
- a. Comments
 - b. Quotes
 - c. Identifiers
 - d. Keywords

ANS: A PTS: 1 REF: 59

5. A(n) ____ is a programmer-created data type.
- a. primitive data type
 - b. integer data type
 - c. class data type
 - d. built-in data type

ANS: C PTS: 1 REF: 62

6. C++ provides ____ built-in integer data types.
- a. 7
 - b. 8
 - c. 9
 - d. 10

ANS: C PTS: 1 REF: 63

7. The set of values supported by the ____ data type are whole numbers.
- a. char
 - b. int
 - c. double
 - d. bool

ANS: B PTS: 1 REF: 64

8. The Unicode character set uses ____ byte(s) per character.
- a. 1
 - b. 2
 - c. 4
 - d. 8

ANS: B PTS: 1 REF: 65

9. Which escape sequence represents the newline character?

- a. \t
- b. \b
- c. \\
- d. \n

ANS: D PTS: 1 REF: 66

10. Which escape sequence represents the backslash character?

- a. \\
- b. \k
- c. \n
- d. \b

ANS: A PTS: 1 REF: 66

11. The ____ operator provides the number of bytes used to store values for any data type name included within the operators parentheses.

- a. bytes()
- b. space()
- c. size()
- d. sizeof()

ANS: D PTS: 1 REF: 67

12. Which of the following is an unsigned data type?

- a. double
- b. float
- c. char
- d. int

ANS: C PTS: 1 REF: 68

13. What is the storage size (in bytes) of an unsigned long int?

- a. 1
- b. 2
- c. 4
- d. 8

ANS: D PTS: 1 REF: 68

14. Which operator is used for modulus division?

- a. \
- b. %
- c. *
- d. ^

ANS: B PTS: 1 REF: 73

15. The endl manipulator first causes a(n) ____ to be inserted into the display.

- a. \n
- b. \t
- c. \\
- d. \r

ANS: A PTS: 1 REF: 75

16. Which of the following operators has the highest precedence?

- a. %
- b. *
- c. unary -
- d. +

ANS: C PTS: 1 REF: 78

17. Symbolic names used in place of actual memory addresses are called ____.

- a. variables
- b. identifiers
- c. constants
- d. literals

ANS: A PTS: 1 REF: 80

18. Variables used to hold double-precision values are declared using the keyword ____.

- a. int
- c. float

