

Answer the questions in the space provided. If you run out of space, continue on the back of the page.

Name: A. Name

Date: 10/6/16 $10+6=16$

Question:	1	2	3	4	5	6	7	Total
Points:	3	5	4	5	10	10	8	45
Score:								

Multiple choice questions.

For each of the following questions or statements, circle the letter corresponding to one response that best answers the question or completes the statement.

1. (3 points) Which of the following is *not* a keyword in C?

A. while

B. if

C. double

D. print

E. struct

2. (5 points) Which of the following commands will list files in the subdirectory called 'data' (no quotes in the name) of your current working directory?

A. ls /data

B. ls data

C. ls ../data

D. dir data

E. dir /data

3. (4 points) Which of the following commands will transform the current directory into a Git repository?

- A. git init
- B. git init master
- C. git merge origin master
- D. git push origin master
- E. git remote add origin

4. (5 points) Which of the code fragments below will produce identical output?

1.

```
1 int x = 0, i;  
2  
3 for (i = 0; i < 1; i++)  
4 {  
5     printf ("%d\n", x);  
6 }
```

Prints one value

○

2.

```
1 int x = 0, i = 0;  
2  
3 while (i < 1)  
4 {  
5     printf ("%d\n", x);  
6     i += 1;  
7 }
```

Prints one value

○

3.

```
1 int x = 0;  
2  
3 printf ("%d\n", x++);
```

First print, then increment

○

4.

```
1 int x = 0;  
2  
3 while (x < 1)
```

```

4     {
5         printf ("%d\n", ++x);
6     }

```

First increment, then print

- A. only 1 and 2
- B. only 3 and 4
- C. only 1, 2, and 3
- D. only 2, 3, and 4
- E. all code fragments produce identical output

Local and global variables

5. Describe exactly but briefly what is the output of the program.

```

1 #include <stdio.h>
2
3 int fun (int x, int y, int z);
4
5 int main (void)
6 {
7     int x = 2, y = 2, z = 2;
8
9     printf ("main 1: %d %d %d\n", x, y, z);
10    z = fun (x, y, z);           ← z=9
11    printf ("main 2: %d %d %d\n", x, y, z);
12
13    return (0);
14 }
15
16 int fun (int x, int y, int z)
17 {
18     x++;                      x=3
19     y += 1;                    y=3 } local to fun
20     ++z;                      z=3 variables, not visible
21     printf ("fun: %d %d %d\n", x, y, z);
22
23     return (x + y + z);      ← returns 9
24 }

```

local to fun variables, not visible outside of fun

- (a) (1 point) The first printf statement in the main program:

main1: 2 2 2

- (b) (3 points) The printf statement in the function fun:

fun: 3 3 3

- (c) (6 points) The second printf statement in the main program:

main2: 2 2 9

Arrays and pointers

6. Describe exactly but briefly what is the output of the program.

```

1 #include <stdio.h>
2
3 #define ND 3
4
5 int fun (int *z);
6
7 int main (void)
8 {
9     int a[ND], z;           ← a[3] - array
10    z - just an integer,
11    a[0] = 2, a[1] = 2, a[2] = 2;   local to main
12
13    printf ("main 1: %d %d %d\n", a[0], a[1], a[2]);
14    z = fun (a);           ← z=9
15    printf ("main 1: %d %d %d %d\n", a[0], a[1], a[2], z);
16    ↗ should
17    return (0);           be 'main2'
18 }
19
20 int fun (int *z)      ← upon entrance
21 {
22     (z[0])++;
23     z[1] += 1;
24     ++(z[2]);
25     printf ("fun: %d %d %d\n", z[0], z[1], z[2]);
26 }
```

Annotations on the right side of the code:

- $a[0]=2$, $a[1]=2$, $a[2]=2$
- $z=9$
- $z[0]=3 \rightarrow (a[0]=3)$
- $z[1]=3 \rightarrow (a[1]=3)$
- $z[2]=3$
- $\{ z[0]=2 \}$
- $\{ z[1]=2 \}$
- $\{ z[2]=2 \}$
- $\} z \text{ in fun}$
- $\} z \text{ is the same array as } a \text{ in main}$

```

27     return (z[0] + z[1] + z[2]);           ← returns 9
28 }
```

- (a) (1 point) The first printf statement in the main program:

Main: 2 2 2

- (b) (3 points) The printf statement in the function fun:

fun: 3 3 3

- (c) (6 points) The second printf statement in the main program:

main: 3 3 3 9

Reading C code

7. (8 points) Consider the code below.

```

1 #include <stdio.h>
2
3 int main (void)
4 {
5     int i, j;
6
7     for (i = 0; i < 4; i++)
8     {
9         for (j = 0; j < 3; j++)
10            printf ("*");
11         printf ("\n");
12     }
13
14     return 0;
15 }
```

repeats 4 times

prints 3 asterisks on one line
adds 4th asterisks and goes to another line

How many asterisks does this code prints in total? 16

How many lines of asterisks is printed? 4