Part I: Multiple Choice (24 points)

Answer all of the following questions. READ EACH QUESTION CAREFULLY. Fill the correct bubble on your mark-sense sheet. Each correct question is worth 2 points. Choose the one BEST answer for each question. Assume that all given C code is syntactically correct unless a possibility to the contrary is suggested in the question.

Remember not to devote too much time to any single question, and good luck!

1. Evaluate the following arithmetic expression:

```
3.0 + 4 / 7 - (double) 4 / (5 % 3)
A. 1
B. 1.0
C. 2.0
D. -1.000000
E. -0.5
```

- 2. Which of the following will be the certain result of failing to fill in properly your name, student ID, section number, and exam version on your Scantron answer sheet?
 - **A.** A score of 0 will be recorded for the multiple choice portion of the final exam, regardless of how many questions you answer correctly
 - **B.** Your grade in the course will be lower than it might otherwise be since a 0 will be recorded for the multiple choice portion of the final exam
 - **C.** The grade you get for the multiple choice portion will rhyme well with the name of the Roman emperor Nero (Hint: Starts with a Z.)
 - **D.** You will need to do exceptionally well on the programming portion of this exam to help offset the 0 that you will earn for the multiple choice portion
 - **E.** All of the above

3. What are some possible reasons for defining a function?

- I. Reduce the complexity of a large section of code
- II. Allow a name to be associated with a section of code for better readability
- III. Make the program run faster
- IV. Replace a common section of code that appears multiple times in a program
- A. I and III
- B. III and IV
- **C.** I, II, and IV
- **D.** II, III, and IV
- **E.** II and IV

4. What useful operation is the following function computing?

```
double useful(double d1, double d2, double d3)
{
    if (d1 <= d2 && d1 <= d3)
        return (d1);
    else
        if (d2 <= d3)
            return (d2);
        else
            return (d3);
}</pre>
```

A. A randomly chosen one of the three given numbers

- **B.** The sum of the three given numbers
- **C.** The minimum of the three given numbers
- **D.** The maximum of the three given numbers
- E. The second largest of three given numbers

5. For the following program:

```
#include <stdio.h>
#include <assert.h>
int main (void) {
    int i = 2, j = 4, k = 6, scanfCount;
    printf("Enter a number: ");
    scanfCount = scanf("%d", &i);
    assert(scanfCount == 1);
    assert(i > 5);
    j = j / i;
    k = j * k;
    return 0;
}
```

Assume that when the program was executed no errors occurred (i.e., the assert statements did not fail). What was the final value of k?

- **A.** 0
- **B.** 1
- **C.** 6
- **D.** Varied, depending on the input value read into i
- **E.** None of the above

6. Consider the following program:

```
#include <stdio.h>
int main(void) {
    int x = 10;
    int y = 11;
    if (x == 11)
        y = y + 3;
        x = x + 7;
    printf("x = %d, y = %d", x, y);
    return (0);
}
```

What are the values of x and y at the end?

A. x = 10, y = 11
B. x = 17, y = 11
C. x = 10, y = 14
D. x = 17, y = 14
E. The code contains a syntax error and wouldn't compile

7. What are the values of x and y after executing the following programming fragment?

int x, y;

x = 6 + 8 / 3; y = 42 - 7 * 3 + 1;A. x = 8, y = 22 B. x = 5, y = 14 C. x = 8, y = 20 D. x = 4, y = 22 E. x = 8, y = 140

8. Which of the answers below is correct in light of the following code excerpt?

```
#include <stdio.h>
#include <assert.h>
...
int newInput, scanfResult;
scanfResult = scanf("%d", &newInput);
assert(scanfResult > 1);
...
A. The assert statement will always pass without an error
```

- **B.** The assert statement will always fail
- C. The assert statement might succeed, or might fail
- **D.** There is a syntax error
- E. None of the above

9. In the following code fragment:

```
#include <stdio.h>
...
int i = 10, j = 30, k = 20;
double x = 0.0;
scanf("%d", &i);
if (i >= 10) {
    j = 5;
    x = (double)j/i;
}
if (x > 1)
    k = 1;
else
    k = x/2;
```

What is the final value of k?

A. 0
B. 1
C. 10
D. 20
E. It varies, depending on the value of i

10. Suppose we have the following prototype declaration for the function sign:

/* Returns 1 if n > 0, 0 if n=0, and -1 if n < 0 */ int sign(int n);

Which of the following functions correctly compute the absolute value of a given integer?

```
I.
       int abs(int m) {
           if (sign(m) = -1) m = -m;
           return m;
       }
      int abs(int m) {
II.
           return ( m * sign(m) );
       }
      int abs(int m) {
III.
           if (sign(m) == -1) return (-m);
       }
A. I only
B. I and II
C. I and III
D. I, II and III
E. None of the above
```

11. What is the output of the following program when it is executed?

```
#include <stdio.h>
#define M 3
double f(void) {
  return (M);
}
double g(void) {
  double a;
  a = f() + 2;
  printf("%f ", a);
  return (a);
}
int main(void) {
  double x;
  x = g() - f();
  printf("%.2f", x);
  return (0);
}
A. 3.00 1
B. 5.000000 2.00
C. 3
      2
D. 2 5.000000
E. 3.0 3.14159 1.00
```

12. Which of the following are NOT valid variable names in C?

- I. pink_floyd
- II. Č++
- III. U2
- IV. 2nd_edition
- A. I and IV
- **B.** II and III
- **C.** II, III and IV
- **D.** II and IV
- **E.** None of the above

Part II: Programming Questions (24 points)

Write C code for the following two problems.

13. (10 points) Write a program which reads in an integer value, then verifies that the input operation succeeded and that the value is non-negative (Hint: Use assert statements for doing the verification), and outputs 0 if the number is even and 1 if it is odd. DO NOT use "if"-statements. Note: You do not have to use all the space left between the comments, if you don't need it.

```
#include <stdio.h>
#include <assert.h>
int main(void) {
    /* Declare all necessary variables here */
```

/* Compute and print the necessary output */

```
return (0);
```

}

14. (14 points) Write a program, which calculates shipping and handling costs for packages based on their weight. Follow closely the outlined directions:

- 1. Print a message to the user requesting the input weight.
- 2. Read in the weight (in pounds) of a pending shipment a value of type double. Verify that the input operation finished successfully and that the input weight is not negative.
- 3. Compute the shipping and handling charge as follows. For each 10 pounds worth of weight there is a flat charge of \$3.50, for any additional weight (of less than 10 pounds) the charge is \$0.40 per pound, where the additional weight is rounded to the nearest pound downwards (e.g. 3.7 pounds is considered 3 pounds).
- Example: 43.7 pounds = 4 * 10 pounds + 3.7 pounds; charge = 4 * \$3.50 + 3 * \$0.40 = \$15.20
- 4. Output the computed shipping and handling charge.

```
#include <stdio.h>
#include <assert.h>
/* Put appropriate #define statements for useful constants here */
int main(void) {
   /* Declare all necessary variables here */
```

```
/* Print a message requesting the input weight, then read in */
/* the value and verify (use assert statements) that the input */
/* process finished successfully and the weight is non-negative*/
```

/* Inform the user of what the shipping and handling charge is */

return (0);

}