

CSE 143 Su01 Quiz 2 – July 5, 2001

Assume that the following code is given:

```
#include <iostream>
#include <string>
using namespace std;

const int MAX_DOCUMENT_SIZE = 30;

class Document {
public:
    Document();
    Document(string sentences[], int size);
    int getDocumentSize() const;
    bool isSame(const Document &duplicate);
private:
    string mSentences[MAX_DOCUMENT_SIZE];
    int mSize;
};
```

Document.h

```
#include <iostream>
#include <string>
using namespace std;

#include "Document.h"

int main() {
    string sampleLines[2];
    sampleLines[0] = "The cat in the hat";
    sampleLines[1] = "One fish two fish";
    Document drSuess(sampleLines, 2);
    Document userDocument[3];
    return 0;
}
```

main.cpp

```
#include "Document.h"

Document::Document() {
    mSize = 0;
    cout<<"Fun ";
}

Document::Document(string sentences[], int size) {
    mSize = size;
    for(int x=0;x<mSize;x++)
        mSentences[x]=sentences[x];
    cout<<"Constructors Are ";
}

int Document::getDocumentSize() const {
    return mSize;
}

/* This method is not very smart. To check if 2 documents
   are the same, it only checks if their lengths are the same.
*/
bool Document::isSame(const Document &duplicate) {
    if (duplicate.getDocumentSize() == getDocumentSize())
        return true;
    else
        return false;
}
```

Document.cpp

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Name: _____

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1. What will be output by the program on the other page?

2.

(True or False) The variable `MAX_DOCUMENT_SIZE` has type *const int*.

(True or False) Because the method *getDocumentSize()* is a *const*, it cannot change the values of the data members in its *Document* object.

(True or False) The parameter *duplicate* for the *isSame* method is an alias for an argument of type *Document*, and because it is a *const* it cannot be changed in the *isSame* method.