READ THIS NOW!

- Print your name in the space provided below.
- Print your name and ID number on the Opscan form; be sure to code your ID number on the Opscan form. Code Form B on the Opscan.
- Choose the single best answer for each question — some answers may be partially correct. If you mark more than one answer, it will be counted wrong.
- Unless a question involves determining whether given C++ code is syntactically correct, assume that it is valid. The given code has been compiled and tested, except where there are deliberate errors. Unless a question specifically deals with compiler #include directives, you should assume the necessary header files have been included.
- Be careful to distinguish integer values from floating point (real) values (containing a decimal point). In questions/answers which require a distinction between integer and real values, integers will be represented without a decimal point, whereas real values will have a decimal point, [2704 (integer), 2704.0 (real)].
- The answers you mark on the Opscan form will be considered your official answers.
- When you have completed the test, sign the pledge at the bottom of this page and turn in the test.
- This is a closed-book, closed-notes examination. No calculators or other electronic devices may be used during this examination. You may not discuss (in any form: written, verbal or electronic) the content of this examination with any student who has not taken it. You must return this test form when you complete the examination. Failure to adhere to any of these restrictions is an Honor Code violation.
- There are 20 questions, equally weighted. The maximum score on this test is 100 points.

Do not start the test until instructed to do so!

Print Name (Last, First) ____________________________________________________________

Pledge: On my honor, I have neither given nor received unauthorized aid on this examination.

______________________________
signature
Consider the class composition declared below:

```cpp
class M {
private:
    int m;
public:
    M() {
        cout << "Construct M" << endl;
        m = 0;
    }
    M(const M& Source) {
        m = Source.m;
        cout << "Construct M" << endl;
    }
    ~M() { cout << "Destruct M" << endl; }
};

class N {
private:
    M n;
public:
    N() : n() { cout << "Construct N" << endl; }
    N(M y) {
        cout << "Construct N" << endl;
        n = y;
    }
    ~N() { cout << "Destruct N" << endl; }
};
```

Trace the execution of the following simple program, (assuming the necessary inclusions):

```cpp
void main( ) {
    M objM;
    N objN(objM);
}
```

#1 Which of the output sequences below would be produced by the instrumented functions above:

1) Construct M
   Construct M
   Construct M
   Construct M
   Construct N
   Destructor M
   Destructor M
   Destructor M
   Destructor M
   Destructor M
   Destructor M

2) Construct M
   Construct M
   Construct M
   Construct N
   Destructor M
   Destructor M
   Destructor M
   Destructor N
   Destructor M
   Destructor M

3) Construct M
   Construct M
   Construct N
   Construct M
   Destructor M
   Destructor M
   Destructor M
   Destructor N
   Destructor M

4) None of the above
Given the following partial class declarations:

```cpp
class Associate {
public:
    Associate() : x(0) {}
    void doSomething() { cout << "Wow, x is " << x << endl; }
private:
    int x;
};

class Association {
public:
    Association(Associate& A) : aptr(&A) {}  // Static
    Association(const Association& a)    // Dynamic
    { aptr= new Associate; *aptr = *(a.aptr); }
    void use() { aptr->doSomething(); }
    Association& operator= (const Association& a) { aptr = NULL; }  // both
    ~Association() {}  // Static
private:
    Associate* aptr;
};
```

#2 What type of association(s) does the above class declaration allow between the class objects?

(1) Static     (2) Dynamic
(3) both (Static and Dynamic)   (4) None of the above

________________________________________________________________________________________________

Given the following similar partial class declarations:

```cpp
class Associate {
public:
    Associate() : x(0) {}
    void doSomething() { cout << "Wow, x is " << x << endl; }
private:
    int x;
};

class Association {
public:
    Association() : aptr(NULL) {}  // Static
    Association(const Association& a) : aptr(NULL) {}  // Dynamic
    void add(Associate& a) { aptr = &a; }
    void use() { aptr->doSomething(); }
    Association& operator= (const Association& a) { aptr = NULL; }  // both
    ~Association() {}  // Static
private:
    Associate* aptr;
};
```

#3 What type of association(s) does the above class declaration allow between the class objects?

(1) Static     (2) Dynamic
(3) both (Static and Dynamic)   (4) None of the above
For the next three questions, assume the following class declarations:

class Base {
public:
    int X();
    virtual int Y();
    virtual int Z() = 0;
};

class Sub1 : public Base {
public:
    int X();
    int Y();
    int Z();
    // ...
};

class Sub2 : public Sub1 {
public:
    int X();
    int Z();
    // ...
};

Assuming that appropriate implementations are supplied for each class, consider the following main() function:

```cpp
void main() {
    Sub2* s2 = new Sub2;
    Sub1* s1 = (Sub1*) s2;
    Base* b0 = (Base*) s1;

    s2->Y(); // call 1
    s1->X(); // call 2
    b0->Z(); // call 3
}
```

#4 Which function is called in the statement labeled call 1?

(1) Base::Y()  
(2) Sub1::Y()  
(3) Sub2::Y()  
(4) None of the above.

#5 Which function is called in the statement labeled call 2?

(1) Base::X()  
(2) Sub1::X()  
(3) Sub2::X()  
(4) None of the above.

#6 Which function is called in the statement labeled call 3?

(1) Base::Z()  
(2) Sub1::Z()  
(3) Sub2::Z()  
(4) None of the above.
Given the following partial class composition declarations:

class classA {
public:
    classA() : x(0) {}  
    int getX() {return x;}
    void setX(int b) {x=b;}
private:
    int x;
};

class Composition {
public:
    Composition() : aptr(NULL) {}  
    Composition(int y) {aptr= new classA; aptr-> setX(y);)
    Composition (const Composition & a)  
      {aptr = new classA; *aptr = *(a.aptr);}
    int getX() { return aptr->getX(); }  
    void setX(int y) { aptr->setX(y); }
    Composition& operator= (const Composition& a)
      {if (this != &a)
          {aptr= new classA;
           aptr->setX(a.aptr->getX());}
      }
    ~ Composition () {delete aptr;}
private:
    classA* aptr;
};

#7 What type of composition does the above class declaration allow between the class objects?

(1) Association     (2) Aggregation
(3) both (Association and Aggregation)   (4) Inheritance
(5) Polymorphism     (6) None of the above.

#8 Assume that a catch block has matched a thrown exception and is executing. If the statement:

    throw;

is executed in the catch block, which of the following would be the result?

(1) an anonymous object would be thrown.
(2) a catch all ( . . . ) would be thrown.
(3) the exception that was caught would be rethrown.
(4) the function throw list would cause the throw; to be skipped.
(5) None of the above.

#9 If no catch handler matches the type of a thrown exception object which of the following results?

(1) the thrown object goes out of scope.
(2) the C++ language internal default supplied catch all ( . . . ) handler executes.
(3) the fail() function in the assert library executes.
(4) the program terminates and aborts execution.
(5) None of the above.
#10 Assume that the following error checks described are carried out in encapsulated classes and are handled by throwing an exception. Which one of the error checks described would be an inappropriate application of exception handling?

1. An attempt to take the square root of a negative number.
2. An extremely large dynamic memory allocation request.
3. An attempt to access an aggregated object through a NULL pointer.
4. An attempt to store a negative value in a weight data member field.
5. None of the above, (all are appropriate applications of exception handling).

For the next three questions, assume that classA and classB are C++ classes, and that the class classB is derived, using public inheritance, from the class classA.

#11 If BB is an object of type classB, then the member functions of BB:

1. cannot directly access any of the members of class classA.
2. can directly access only the public members of class classA.
3. can directly access only the protected members of class classA.
4. can directly access the public, protected, and private members of class classA.
5. None of the above.

#12 Suppose that an object BB of type classB is declared. Assume that in the default constructor for class classB that no constructor member initializer list is present. Then when the object BB is instantiated:

1. the constructor for the base class, classA, will NOT be executed at all.
2. a constructor for the base class, classA, will be executed after any constructor for the derived class, classB.
3. a constructor for the base class, classA, will be executed before any constructor for the derived class, classB.
4. constructors for both classes will be executed concurrently.
5. None of the above.

#13 Suppose that an object BB of type classB is declared. When the lifetime of object BB ends:

1. no destructor for the base class, classA, will be executed at all.
2. the destructor for the base class, classA, will be executed after the destructor for the derived class, classB.
3. the destructor for the base class, classA, will be executed before the destructor for the derived class, classB.
4. destructors for both classes will be executed concurrently.
5. None of the above.

#14 Association is what type of relationship?

1. "is_a" relationship
2. "has_a" relationship
3. "knows_a" relationship
4. None of the above.

#15 Aggregation is what type of relationship?

1. "is_a" relationship
2. "has_a" relationship
3. "knows_a" relationship
4. None of the above.

#16 Inheritance is what type of relationship?

1. "is_a" relationship
2. "has_a" relationship
3. "knows_a" relationship
4. None of the above.
For the next two questions, assume that classA and classB are C++ classes, and that the class classB is derived, using public inheritance, from the class classA. Further, suppose that classA has a void public member function G(), which classB redefines, (NOT extends), with its own void public member function G(). During execution, assume that the a classB object is passed, [e.g., H(BB); ] to the function below:

```cpp
void H(classA AA) {
    AA.G();
}
```

#17 Which version of function G() is executed in function H(), assuming that G() is NOT declared virtual in classA?

1. classA's function G() is invoked
2. classB's function G() is invoked
3. both versions are invoked
4. None of the above

#18 Which version of function G() is executed in function H(), assuming that G() is declared virtual in classA?

1. classA's function G() is invoked
2. classB's function G() is invoked
3. both versions are invoked
4. None of the above

For the next two questions, assume that classA and classB are C++ classes, and that the class classB is derived, using public inheritance, from the class classA. Further, suppose that classA has a void public member function G(), which classB overrides, (NOT extends), with its own void public member function G(). During execution, assume that the address of a classB object is passed, [e.g., H(&BB); ] to the function below:

```cpp
void H(classA* AA) {
    AA->G();
}
```

#19 Which version of function G() is executed in function H(), assuming that G() is NOT declared virtual in classA?

1. classA's function G() is invoked
2. classB's function G() is invoked
3. both versions are invoked
4. None of the above

#20 Which version of function G() is executed in function H(), assuming that G() is declared virtual in classA?

1. classA's function G() is invoked
2. classB's function G() is invoked
3. both versions are invoked
4. None of the above