

• Questions

1. Dividing a program into functions
 - A. is the key to Object-Oriented Programming.
 - B. makes the program easier to conceptualize.
 - C. may reduce the size of the program.
 - D. makes the program run faster.
2. A function name must be followed by _____.
3. A function body is delimited by _____.
4. Why is the main () function special?
5. A C++ instruction that tells the computer to do something is called a _____.
6. Write an example of a normal C++ comment and an example of an old-fashioned /* comment.
7. An expression
 - A. usually evaluates to a numerical value.
 - B. indicates the emotional state of the program.
 - C. always occurs outside a function.
 - D. may be part of a statement.
8. Specify how many bytes are occupied by the following data types in a 32-bit system:
 - A. Type int
 - B. Type long double
 - C. Type float
 - D. Type long

9. True or false: A variable of type char can hold the value 301.
10. What kind of program elements are the following?
- A. 12
 - B. 'a'
 - C. 4.28915
 - D. JungleJim
 - E. JungleJim ()
11. Write statements that display on the screen
- A. the character 'x'.
 - B. the name Jim.
 - C. the number 509.
12. True or false: In an assignment statement, the value on the left of the equal sign is always equal to the value on the right.
13. Write a statement that displays the variable george in a field 10 characters wide.
14. What header file must you #include with your source file to use cout and cin?
15. Write a statement that gets a numerical value from the keyboard and places it in the variable temp.
16. What header file must you perform #include with your program to use setw?
17. Two exceptions to the rule that the compiler ignores whitespace are _____ and _____.

18. True or false: It's perfectly all right to use variables of different data types in the same arithmetic expression.
19. The expression `11%3` evaluates to _____.
20. An arithmetic assignment operator combines the effect of what two operators?
21. Write a statement that uses an arithmetic assignment operator to increase the value of the variable `temp` by 23. Write the same statement without the arithmetic assignment operator.
22. The increment operator increases the value of a variable by how much?
23. Assuming `var1` starts with the value 20, what will the following code fragment print out?
- ```
cout << var1--;
cout << ++var1;
```
24. In the examples we've seen so far, header files have been used for what purpose?
25. The actual code for library functions is contained in a \_\_\_\_\_ file.