

Part 1 – Loop Logic – 5 Points each**Q1 Output of Code Below:****Q1) 0 5 1 6 2 7 3 8**

```
int I = 0, J = 5;
while (I * J <= 25)
{
    cout << I << " " << J << " ";
    I++;
    J++;
}
cout << endl;
```

Q2 Output of Code Below:**Q2) 1 2 1 3 2 1**

```
for (int i = 0; i <= 3; i++)
{
    int k = i;
    while (k)
    {
        cout << k << " ";
        k--;
    }
}
```

Q3 Output of Code Below:**Q3) 5**

```
int i = 5;
do
{
    while (i)
    {
        cout << i << " ";
        if (i > 1)
            break;
    }
} while (i > 5);
cout << endl;
```

Q4 Output of Code Below:**Q4)** 0

```
for (int i = 0; i * i < 100; i += 10)
{
    cout << i << " ";
}
cout << endl;
```

Q5 Output of Code Below:**Q5)** 0 16 32 48 64

```
for (int i = 0; i < 10; i += 2)
{
    for (int j = 0; j < 10; j += 2)
    {
        if (i < 8)
            break;
        cout << i * j << " ";
    }
}
```

Q6 Output of Code Below:**Q6)** 11 12 6 7 12 13

```
int a = 10;
int f()
{
    a++;
    cout << a << " ";
    return(a);
}
int f1(int a=5)
{
    cout << a + 1 << " ";
    return(a+1);
}
int f2(int a)
{
    cout << f1() + 1 << " ";
    return(f() + 1);
}

int main()
{
    cout << f2(f1(f())) << endl;
    return(0);
}
```

Part 2 – C/C++ Knowledge – 5 Points Each

Q1 What does the following function do?

Q1 Returns true if a number is positive

```
bool f2(int i)
{
    return(i >= 0);
}
```

Q2 Is there any difference between the two loops below?

Q2 LOOP 1 will loop for any non zero value while LOOP 2 will only loop for positive values

LOOP 1

```
while(i)
    i--;
```

LOOP 2

```
while(i>0)
    i--;
```

Q3 What is the major difference between a while loop and a do while loop?

Q3 do while always executes at least one time

Q4 Usually when I print a string (text) go to the next line afterwards using “<< endl”

i.e. cout << "ABC" << endl;

Can I improve this code?

Q4) Create a helper function called PrintLine that takes a string as a parameter and always prints an endl

Part 3 – Programming – 10 points Each

Functions You can use with your code

```
int NumberOfDigits(int num)
{
    int NumOfDigits = 0;
    do // there is always at least one digit
    {
        NumOfDigits++;
        num /= 10;
    } while (num);
    return(NumOfDigits);
}

void PrintNumberRightAligned(int num, int width=-1)
{
    if(width== -1)
        width = NumberOfDigits(num) + 1;
    int numOfSpaces = width - NumberOfDigits(num);
    while (numOfSpaces>0)
    {
        cout << " ";
        numOfSpaces--;
    }
    cout << num;
}

void Swap(int &i,int &j)
{
    int temp = i;
    i = j;
    j = temp;
}
```

Q1) PrintCountingChart - Prints the first 100 numbers 1..100

10 numbers on a line the numbers are right justified.

See example output of first three rows

```
1 2 3 4 5 6 7 8 9 10
```

```
11 12 13 14 15 16 17 18 19 20
```

```
21 22 23 24 25 26 27 28 29 30
```

```
void PrintCountingChart()
```

```
{
    for (int row = 0; row < 100; row += 10)
    {
        for (int col = 1; col <= 10; col++)
        {
            PrintNumberRightAligned(row + col,4);
        }
        cout << endl;
    }

    // Method 2 from Mohaiminul Islam
    for (int num = 1; num <= 100; num++)
    {
        PrintNumberRightAligned(num,4);
        if(num%10==0)
            cout << endl;
    }
}
```

Q2 -Order - Orders three integers in ascending order

Note: You will probably need the Swap function above.

See example below.

```
int a = 7, b = 9, c = 8;
```

```
Order(a, b, c);
```

```
cout << a << b << c << endl; ==> 789
```

```
int a = 9, b = 7, c = 7;
```

```
Order(a, b, c);
```

```
cout << a << b << c << endl; ==> 779
```

```
void Order(int &a, int &b, int &c)
```

```
{
```

```
    // Method 1
```

```
    // is b the smallest?
```

```
    if((b <= a) && (b <= c))
```

```
        Swap(b,a);
```

```
    // is c the smallest?
```

```
    if ((c <= a) && (c <= b))
```

```
        Swap(c, a);
```

```
    // is c the next smallest
```

```
    if (c < b)
```

```
        Swap(c, b);
```

```
    // Method 2 (from Ethan and Julia)
```

```
    // Is b smaller than a
```

```
    if (a > b)
```

```
        Swap(a, b);
```

```
    // is c smaller than a (and b)
```

```
    if (a > c)
```

```
        Swap(a, c);
```

```
    // is c smaller than b
```

```
    if (b > c)
```

```
        Swap(b, c);
```

```
}
```

Q3) EveryPossibleFourCharacters Prints every possible combination of the four letters where each letter is between A..Z.

Output of first 10 combinations:

```
AAAA
```

```
AAAB
```

```
AAAC
```

```
AAAD
```

```
AAAE
```

```
AAAF
```

```
AAAG
```

```
AAAH
```

```
AAAI
```

AAAJ

void EveryPossibleFourCharacters()

```
{  
    for (char a = 'A'; a <= 'Z'; a++)  
        for (char b = 'A'; b <= 'Z'; b++)  
            for (char c = 'A'; c <= 'Z'; c++)  
                for (char d = 'A'; d <= 'Z'; d++)  
                    cout << a << b << c << d << endl;  
}
```

Q4) Translate the following for loop into a while loop**Which has the exact same logic**

```
for (int i = 10, j = 0; i > 5 && j < 10; i++, j++)
{
    if (j == 5)
        continue;
    cout << i << " " << j << endl;
}
```

Q4 ANSWER**Q5) RandomGrade** - Returns a Random Grade and sign

First three lines have been written for you.

Sample Output

RandomGrade(grade, sign) grade ==> 'A' sign = '-'

RandomGrade(grade, sign) grade ==> 'F' sign = ''

RandomGrade(grade, sign) grade ==> 'C' sign = '+'

void RandomGrade(char &grade, char &sign)

```
{
    srand(time(0));
    char grades[6] = "ABCDF";
    char signs[4] = "+- ";
    grade = grades[rand() % 5];
    sign = signs[rand() % 3];
}
```


ASCII CHART

Dec	Hex	Oct	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr	Dec	Hex	Oct	HTML	Chr
0	0	000	NULL	32	20	040	 	Space	64	40	100	@	@	96	60	140	`	`
1	1	001	Start of Header	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	Start of Text	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	End of Text	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	End of Transmission	36	24	044	$	\$	68	44	104	D	D	100	64	144	d	d
5	5	005	Enquiry	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	Acknowledgment	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	Bell	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	Backspace	40	28	050	((72	48	110	H	H	104	68	150	h	h
9	9	011	Horizontal Tab	41	29	051))	73	49	111	I	I	105	69	151	i	i
10	A	012	Line feed	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	Vertical Tab	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	Form feed	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	Carriage return	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	Shift Out	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	Shift In	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	Data Link Escape	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	Device Control 1	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	Device Control 2	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	Device Control 3	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	Device Control 4	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	Negative Ack.	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	Synchronous idle	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	End of Trans. Block	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	Cancel	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	End of Medium	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	Substitute	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	Escape	59	3B	073	;	;	91	5B	133	[[123	7B	173	{	{
28	1C	034	File Separator	60	3C	074	<	<	92	5C	134	\	\	124	7C	174	|	
29	1D	035	Group Separator	61	3D	075	=	=	93	5D	135]]	125	7D	175	}	}
30	1E	036	Record Separator	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	Unit Separator	63	3F	077	?	?	95	5F	137	_	_	127	7F	177		Del

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1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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