

Name: key

PLEASE PRINT CLEARLY

**ECE x70 Exam No. 1 (100pts. - 25% of the final grade)****General Remarks**

This exam is limited open notes. You can have up to 3 double-side letter-size pages of notes that are stapled together and signed. Notes must not be exchanged during exam. No textbooks, computer, calculators or cell phones. Do not use back side without authorization as it may not be graded.

DL: \_\_\_ ERR: \_\_\_ PTS: \_\_\_

DL – exam difficulty level (adjustment), ERR – exam errors, PTS – exam points.

**Problem 1A (20pts.)**

Consider the following function FN, and a main program that utilizes it.

Assume no pointer or other typecasting errors, and that operating system does not catch out of range memory access. Indicate what will be printed. Use “???” for unpredictable values.

```
#include <iostream>
int d = 301;
void FN(int &a, int *b, int c) {
    a = 201, *b = 202, b = (int*)203; c = 204; d = 205;
}
void main() {
    int a = 101, b = 102, c = 103, d = 104, e = 105, f = 106;
    FN(b, &c, d);
    FN(e, &f, d);
    std::cout<<a<<" "<<b<<" "<<c<<" "<<d<<" "<<e<<" "<<f<< std::endl;
} /* PRINTED:
    101      201      202      104      201      202      _____
Note: some fields may remain blank, each mistake costs 3 points until 20 */

```

**Problem 1B Quick Questions (5pts.)**

Answer the questions either by writing in an answer into a blank, or circling correct one from the list:

- The range of values that can be stored in `uint16_t` variable is between 0 and 65535
- C/C++ language standard defines that when you reach the minimum non-zero value of IEEE standard `float` variable and multiply it by 0.5F then the new value will be:  
-1    0    1    same/unchanged    Inf    NaN/Ind    undefined-by-standard
- To prevent potential compiler warning when putting `float` value into `double` variable one uses:  
nothing is needed    `static_cast`    `const_cast`    `reinterpret_cast`
- The loop `for (uint32_t x=1; x>0; x++) ;` Answer: runs\_forever    ends    crashes

### Problem 2A (15pts.)

Analyze and complete the provided program. Additional clues are in variable names, comments and text printed to the screen. Some blanks may not have to be filled. – 2 points each blank

```
#include <cstddef> /* size_t */

#include <iostream>

#include <fstream>
using namespace std;

int main() {

    ofstream logFile; // to be open for writing-appending

    logFile. open ("log.txt" , ios::app); // append!

    if ( logFile. fail ()) {
        cerr << "ERROR: Openign log.txt for appending failed!" << endl;
        return(1);
    }

    logfile << "The program was run once again" << endl;

    if ( logFile. fail ()) {
        cerr << "ERROR: Appending to log.txt failed!" << endl;
        return(1);
    }

    logFile. close ();
    return(0);
}
```

### Problem 2B Quick Questions (10pts.)

Answer the following questions by circling correct one from the list: – 2 points each answer

When an exisitng file is open for writing only its content is erased:

false    true

When an exisitng file is open for reading only its content is erased:

false    true

Only text files can be open for appending:

false    true

In the program above we have to explicitly close the file only because of so-called good practices:

false    true

The same file can be open for writing, closed, and then reopened for reading in the same program:

false    true

Total errors this page: \_\_\_\_\_

### Problem 3A (18pts.)

**Implement the function that extracts the domain name from a complete Web page URL.**

Hint: Assume that "http:// " is always present, you need to find the next '/' and then to look for the last '.' before it. Plan what to do if there is no '/' or the domain name is one word without '. '. The following examples illustrate most common but not necessarily cover all possible cases. – 2p each —

Passed data:	"http://"	return value:	""
	"http://bradley.edu/dir/page"		"edu"
	"http://bradley.edu/dir/more/page"		"edu"
	"http://bradley.edu/"		"edu"
	"http://bradley.edu"		"edu"
	"http://olek.matthewm.com.pl/bookmarks/"		"pl"
	"http://olek.matthewm.com.pl/ "		"pl"
	"http://olek.matthewm.com.pl "		"pl"
	"http://localhost/"		"localhost"
	"http://localhost"		"localhost"

```
string extension(const string & url) {
    string result="";

    if ( url.size() >= 7 ) {

        size_t pos2 = url.find( "/" , 7 );

        if ( pos2 == string::npos ) pos2 = url.size();

        size_t pos1 = url.rfind( "." , pos2 );

        if ( pos1 == string::npos ) pos1 = 7;

        result = url.substr( pos1+1 , pos2-pos1-1 ); // pos1-1 !!

    }
    return( result );
} // Pay attention to use of ""s and 's as they mean different data types!
```

### Problem 3B Quick Questions (7pts.)

Answer the following questions by circling correct one from the list: – 1.5 points each answer

Both string::find(...) and string::rfind(...) search for substrings:      false    true

The first character of a string has the position of 1:      false    true

String::size() returns the number of characters of the string including the null character that terminates C-strings:      false    true

String::substr(3,5) returns a new string that has a size of 3:      false    true

Total errors this page: \_\_\_\_\_

### Problem 4 (25pts.)

Analyze the functionality and complete blanks in the provided class definition. Use const methods when possible. Not all blanks need to be filled. **- 1.5 points each blank**

```
/* THE HEADER FILE - MovingAvg.h */

#ifndef __MYCLASS

#define __MYCLASS

class MovingAvg {
private:
    const double C1, C2; // coefficients for adjusting the moving average
    double avg;          // moving average computed as shown in updAverage()
    bool grow;           // true if the average increased after most recent update
public:
    MovingAvg( double coefficient )
        : avg(0.0), C1(coefficient), C2(1.0-coefficient), grow(true) { }

    void updAverage(double x)           ;
    double getAverage()   const { return(avg); }
    bool   getTrend()    const { return(grow); }

};

#endif
--  

#include "MovingAvg.h"

void MovingAvg:: updAverage(double x)            {
    double new_avg = avg*C1+x*C2;
    grow = ( new_avg > avg );
    avg = new_avg;
}
```