

Learning to Program with Haiku

Unit 2 Review

Written by DarkWyrn



We've only covered four lessons, but they sure were packed with information. Let's make sure you haven't forgotten much, if anything. You can find the answers to all of these questions at the end of Lesson 10.

Review Questions

Lesson 6

1. What are the three types of loops?
2. When is a `switch` statement better suited to making a decision than an `if` statement?
3. What happens when the default case in a `switch` statement is not the last case in the list?
4. Rewrite the following code to use the conditional assignment operator to set the value of `myVariable`.

```
if (myInt > 5)
    myVariable = 50;
else
    myVariable = 100;
```

Lesson 7

1. Which memory pool is bigger, the stack or the heap?
2. What is a memory leak?
3. What is portability?
4. What is it called when you tell the compiler to treat one type as another?
5. What is the difference between `malloc()` and `calloc()`?
6. What is the numerical result of `7 & 0`?
7. What is the numerical result of `7 | 8`?
8. What does 33 look like in binary?
9. What is the binary number 1000010 in regular decimal notation?
10. What is the numerical result of `1 << 5`?

Lesson 8

1. What is the scope of a variable?
2. What are the three types of scope?
3. What part(s) of the following pointer declaration is constant: the value, the pointer's address, or both?

```
int * const myPointer;
```

4. Where does anything written to `stderr` normally go?
5. What is a handle?
6. If you want to write data to the end of an existing file, what mode must be specified in a call to `fopen()`?

Lesson 9

1. How many rows are in the following multidimensional array: `float myFloatArray[10][20];`