OHJ-1156 Programming II

Class Exam Monday 09.05.2011

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Make sure you read the questions carefully before giving your answer. Put your name and student number on each answer sheet.

This exam consists of 3 pages / 7 exercises. The maximum amount of points is 70. Each exercise is worth 10 points.

Written material, mobile phones and calculators are NOT allowed in the exam.

Good luck!

Exercise 1

The ADT Calendar has so far been defined as follows:

```
class Calendar {
  public:
     Calendar();
     ~Calendar();
  private:
     struct Entry {
        string task_name;
        Entry* next;
        Entry* prev;
     };
     Entry* first;
     Entry* find( string& name );
};
```

Add a specification and give an implementation of three member functions:

- 1. to add a new element to the list if it is not already found.
- 2. to remove an element. The function should return false if the element is not found.
- 3. to count the amount of elements with a specified name in the list.

Exercise 2

True or false?

- 1. A pointer variable cannot store the address of another pointer variable.
- 2. The last element in a string is always the null character.
- 3. The new operator returns a pointer to a variable and obtains memory for a new variable from the free store.
- 4. If p is a pointer variable, the command delete p ends the lifetime of p.
- 5. The only values that can be used to initialize a pointer are 0 and NULL.
- 6. In C++, a function contained within a class is called a member function.
- 7. Protecting data from access by unauthorized functions is called data abstraction.
- 8. When each object of a class maintains its own copy of an attribute, the variable that represents the attribute is also known as an instance.
- 9. If not otherwise specified, all class members are by default public.
- 10. Creating an actual function from a template is called overloading.

Exercise 3

Explain shortly the following concepts. An example alone is not enough.

- 1. Dynamic data
- 2. Node of a linked structure
- 3. Generic data structure
- 4. Control flow graph
- 5. Standard exception