

CMSC 216 Quiz 1 Worksheet

The first quiz for the course will be on Mon, Feb 2. The following list provides additional information about the quiz:

- The quiz will be a written quiz (no computer).
- The quiz will be in lab session.
- Closed book, closed notes quiz.
- Answers must be neat and legible.
- Quiz instructions can be found at <http://www.cs.umd.edu/~nelson/classes/utilities/examRules.html>
- Make sure you know your section number and your TA's name.

The following exercises cover the material to be included in this quiz. Solutions to these exercises will not be provided, but you are welcome to discuss your solutions with the TA or instructor during office hours.

Exercises

1. What is the first name of your lab TA and what is your section number? You will lose points in the quiz if you have the wrong information.
2. Name and briefly explain the compilation stages associated with a C program.
3. Write a Unix command that will take you to your home directory.
4. What is the size (in bytes) of a char type?
5. What is the initial value associated with the following variable definition? **int x;**
6. Suppose you write a C program and it has an infinite loop. How do you stop the program?
7. What possible problem(s) are associated with the following code fragment?

```
int x;  
scanf("%d", x);
```

8. What does "Segmentation fault" means? What happened?
9. For this quiz, you need to know:
 - a. Which project submission gets graded in this class? The best one? The last one that compiles?
 - b. What is the penalty for late submissions?
 - c. Which grade you get in a project in you submit it 48 hours after the deadline?
 - d. What is the good faith attempt?

Information about projects can be found in the class syllabus:

<http://www.cs.umd.edu/class/spring2015/cmsc216/syllabus.shtml>

10. For this quiz, you will need to provide examples of academic integrity violations. The following is the list you need to know:
 - a. Hardcoding of results in a project assignment.
 - b. Using any code available on the internet/web.
 - c. Hiring any online service to complete an assignment for you.
 - d. Posting your implementation of any class project on the internet/web.
 - e. Discussing projects with your classmates.
 - f. Sharing your code or your student tests with any student.
 - g. Looking at another student's code.