

Comp2303/comp7306

Sample Mid-semester exam questions

Unless stated otherwise, all C questions refer to the ansi (c90) form of the language compiled with -pedantic and -Wall.

1. Which subversion command records changes in the repository?

- (a) update
- (b) commit
- (c) add
- (d) log

2. Which of the following ways of entering kernel mode are visible to user programs:

- (a) interrupts
- (b) exceptions
- (c) traps
- (d) all of the above
- (e) a+b
- (f) b+c
- (g) a+c

3. Which lines will create a program with debug information?

- (a) gcc -c -Ddebug prog.c
- (b) gcc -o prog prog.c
- (c) gcc -d -o prog prog.c
- (d) gcc prog.c
- (e) gcc -g prog.c
- (f) none of the above

4. The three essential phases in producing a C program are:

- (a) compile, optimisation, link
- (b) preprocess, compile, link
- (c) compile, link, celebrate
- (d) None of the above

5. In the following function, which lines would cause errors or warnings:

```
int f(void f)           [ 1 ]
{                       [ 2 ]
    char c="A";         [ 3 ]
    c+=1;                // return next char [ 4 ]
    return c;           [ 5 ]
}                       [ 6 ]
```

- (a) 1,3,4
- (b) 3,4
- (c) 4,5
- (d) 1, 3, 5
- (e) 2
- (f) 4
- (g) There are no errors or warnings

6.What type are var, foo and baz in the following?

```
int var, foo, *baz;
```

- (a)var=int, foo=int, baz=pointer to an int
- (b)var=int, foo=int, baz=int
- (c)var=unsigned int, foo=unsigned int, baz=pointer to unsigned int
- (d)var=unsigned int, foo=unsigned int, baz=unsigned int
- (e)none of the above.

7.What type is foo in the following:

```
( *foo ) ( )
```

- (a)A pointer to a function which doesn't return anything.
- (b)A pointer to a function which takes no parameters.
- (c)A pointer to a function which takes unknown parameters.
- (d)It is not legal C
- (e)none of the above

8.What type is foo in the following:

```
void ( * ) ( int ) ( *foo ) ( int );
```

- (a)A function which takes an int and returns nothing.
- (b)A pointer to a function which takes an int and returns an int pointer.
- (c)A pointer to a function which returns nothing and takes a pointer to a function taking an int.
- (d)A pointer to a function which takes an int and returns a pointer to a function which returns nothing and takes an int.
- (e)It isn't legal C
- (f)none of the above.

9.What are the values of x,y, z after the following have been executed:

```
int x=0, y=2, z=4;
```

```
x= ( z++ ) / ( --y );
```

- (a)x=0,y=2,z=4
- (b)x=2,y=1,z=5
- (c)x=5,y=1,z=4
- (d)x=4,y=1,z=5
- (e)it is not legal C
- (f)none of the above

10.What are the values of x,y,z after the following have been executed:

```
int x=0, y=2, z=4;
```

```
int* p=&x;
```

```
int* q=&y;
```

```
x=z;
```

```
*p=x;
```

```
p= q;
```

- (a)x=0, y=0, z=4
- (b)x=4, y=2, z=4
- (c)x=0, y=2, z=2
- (d)x=2, y=2, z=2
- (e)x=4, y=4, z=4
- (f)It is not legal C

11. What are the values of x, y, z after the following have been executed

```
int x=0, y=2, z=4;
if ( z=(y & z) ) {
    x++;
}
if ( (x==0) || (++x>-1) ) {
    y*=2;
}
```

- (a) x=0, y=4, z=0
- (b) x=1, y=2, z=1
- (c) x=1, y=4, z=0
- (d) x=0, y=2, z=1
- (e) it is not legal C
- (f) none of the above

12. What are the values of x, y, z after the following have been executed

```
int x=0, y=2, z=4;
int* px=&x;
int* py=&y;
int* p;
p=px;
*p=2;
py=&z;
*py=1;
```

- (a) x=0, y=2, z=4
- (b) x=2, y=2, z=2
- (c) x=0, y=1, z=4
- (d) none of the above
- (e) it is not legal C
- (f) all of the above

13. What is the value of x after the following has executed:

```
int x=0;
for (int i=1; i<20; ++i) {
    x+=i;
    i+=x;
}
```

- (a) x=20
- (b) x=25
- (c) x=210
- (d) it is not legal C
- (e) none of the above

14.If the current user is *bob* who is a member of the groups *people* and *haxors* which programs can the user execute?

-rw-r--r--	bob	people	things	[1]
drwxr-xr-x	bob	people	stuff	[2]
-r-xr--r--	jim	haxors	f.exe	[3]
-r-x-----	bob	people	notaprogram	[4]
-rw-r-xr-x	bob	haxors	fake	[5]
-r--r--r-x	jim	others	anotherfake	[6]

- (a)3
- (b)1,2,5,6
- (c)4,6
- (d)4,5,6
- (e)3,5,6
- (f)2,3,4,5
- (g)none of the above

15.In a traditional unix file system as described in lectures:

If the inode for a file is already in memory, how many distinct blocks must be read to access blocks 2 and 14?

- (a)0
- (b)1
- (c)2
- (d)3
- (e)4
- (f)5
- (g)15
- (h)42
- (i)The filesystem does not have blocks.
- (j)none of the above.

16.What differences are there between symbolic links and hard links?

- (a)Hard links cannot be removed.
- (b)A hard link can prevent a file being deleted.
- (c)“symbolic links” has an 's' in it “hard links” doesn't
- (d)Symbolic links are present only in a symbolic sense.
- (e)A symbolic link cannot exist without a hard link.
- (f)None of the above

17.A file system is an abstraction to manage:

- (a)Processing power.
- (b)Storage.
- (c)Working memory.
- (d)Time
- (e)Everything in unix

18. Under what conditions would a linked filesystem perform better than a traditional unix filesystem:

- (a) When files are small.
- (b) When fragmentation is an issue.
- (c) When jumping around in files.
- (d) When playing games.
- (e) When playing a movie.
- (f) When doing an assignment.
- (g) Never.

19. Which of the following are standard shell environment variables?

- (a) path
- (b) user
- (c) osname
- (d) home
- (e) all of the above
- (f) a, b, d
- (g) a, b
- (h) a, b, c
- (i) none of the above