

- C. Preprocessing, compiling, linking, loading
- D. Compiling, loading, linking
- E. Loading, preprocessing, compiling, linking

35. Find the incorrect one (the one that doesn't compile).

- A. `int * p;`
- B. `int * p[30];`
- C. `int (* p[30]) ;`
- D. `(int *) (int, int);`
- E. `int *p[30][30];`

36. Which bit wise operator is suitable for turning off a particular bit in a number?

- A. OR
- B. AND
- C. NOT
- D. A & B
- E. None of the above

37. What is "weak typing"?

- A. When a computer language doesn't have a type mechanism.
- B. When a computer language doesn't require a type mechanism.
- C. When a computer language doesn't enforce its type mechanism.
- D. When a computer language doesn't know about its type mechanism.
- E. None of the above

38. What is a "reference"?

- A. A synonym for "pointer"
- B. Another name for an object
- C. Another name for a type
- D. A name for any parameter to a C++ generic type
- E. None of the above

39. Which of the following loops will never exit (assuming a variable does not have a limit on how large or small the number it can hold)?

- A. `int i=0; do { i++; } while (i < 10);`
- B. `int i=10; do { i--; if (i==0) break; } while (1);`
- C. `int i=10; for(i=10; i<2; i++) {}`
- D. `int i=10; while (i<=10) { i--; }`
- E. None of the above

40. Consider the following pre-processor directive:

```
#define PRODUCT(a,b) ((a) > (b) ? (a) * (a) : (b) * (b))
```

With values of 0 and -1 for program variables p and q respectively, what is the output of `printf("%d", PRODUCT(p++, q++))`?

- A. 0
- B. 2
- C. -2
- D. 1
- E. -1