

## Creating Tests

1. Create questions and answers in tables.
2. Make table borders invisible. Right click on the table, table properties, borders and shading, borders, none.
3. Use automatic numbering. Format, bullets and numbering, numbered.
4. Make line for answer a bottom border. Table, draw table, select pencil to draw table, choose line style, choose line weight, select bottom border.
5. Put answers in blanks and print.
6. To print students' test, put cursor at top of table until down arrow appears and highlights text. Press delete. Print. Click undo (blue arrow on menu) to get text back.
7. If you want to have answers to choose from and they don't fit on the page, you can put them in a table and then switch the text direction. Table, draw table, tables and borders, change text direction.
8. Other test versions can be created by rearranging the questions by highlighting the table and sorting in ascending or descending order. Put an identifying mark (~, \*, etc.) by the title to identify the version of the test. Highlight table, table, sort.

# OnLine C++ Tutorial (lessons 1 to 3) Quiz 1

NAME: \_\_\_\_\_

Not all answers are used or given. Answers may be used more than once. Mark answer in blank on the left.

steps	1. A program outlines exactly the ___ needed to perform a certain task.
algorithms	2. Programs consist of ___, which are well-outlined methods for completing a task.
object	3. C++ is an ___-oriented language which allows easy reuse of code.
standards	4. C++ is a language with national ___, which means programmers can reuse certain common libraries and functions.
Bell	5. C++ is an extension of C language, which was developed at ___ labs.
cpp	6. When you save a C++ file in the Windows environment, the extension is ___.
//	7. Comment lines usually begin with ___.
include	8. Any program with input or output needs #___ <iostream.h>
{ }	9. To mark the beginning and end of a section of code you must use ___.
main	10. Every C++ program must have a ___ function.
( )	11. The parameter list for a function is enclosed by ___.
<<	12. When using <u>cout</u> , every series of text strings must be separated by ___.
endl	13. To add a carriage return to the end of an output line you use ___.
return	14. All functions must ___ a value. In most cases you use zero.
declared	15. Before you use a variable it must be ___, to let the computer know what type it is.
case	16. Variable names (in fact- all words) are ___-sensitive in C++, so be careful how you type.
=	17. If you want <u>Age</u> to be 18, you could type: <b>int Age ___ 18;</b>
8	18. Different variable types use different amounts of memory. A <u>double</u> uses ___ bytes.
2	19. A <u>short</u> data type can store 65536 different values. How many bytes does it use?
casting	20. When you change a variable from one type to another type, it is called ___.
Boolean	21. A value that must either be true or false is called ___.
&&	22. The <u>and</u> operator uses the symbol ___.
!	23. The <u>not</u> operator uses the symbol ___.
3	24. While _ would equal 0.75, what does <u>3 % 4</u> equal?
==	25. If you needed to find out if the variable X equals 5, you would write: <b>if (X ___ 5) {</b>
8	26. Assuming X equals 5, what would <u>X</u> equal after the statement: <b>X += 3;</b>
3	27. What would <u>result</u> equal from the following expression: <b>int result = 1 + 2 * 4 - 6;</b>