

## Chapter 2: Data Types and Arithmetic Expressions

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### TRUE/FALSE

1. Data can take many forms, including numbers, individual alphabetic characters, strings of alphabetic characters, and numbers with specific decimal precision.

ANS: T                    PTS: 1                    REF: 16

2. NSLog provides an extended set of functionality for outputting information such as the option to format data.

ANS: T                    PTS: 1                    REF: 16

3. NSLog takes at least two string parameters.

ANS: F                    PTS: 1                    REF: 16

4. The `\n` in the NSLog statement:  

```
NSLog(@"Please enter a number\n");
```

is a number specifier.

ANS: F                    PTS: 1                    REF: 17

5. In the Objective-C statement:  

```
scanf("%d", &num);
```

`&num` is the name of a variable in which a number will be stored.

ANS: T                    PTS: 1                    REF: 17

6. The Objective-C `int` data type is used to store a whole number that does not have a decimal point.

ANS: T                    PTS: 1                    REF: 18

7. The Objective-C `char` data type is used to store strings of characters.

ANS: F                    PTS: 1                    REF: 19

8. The Objective-C `float` data type is used to store real numbers.

ANS: T                    PTS: 1                    REF: 20

9. In the expression:  

```
int *prtValue = &value;
```

the `&` symbol before the variable named `value` gives its address location.

ANS: T                    PTS: 1                    REF: 21

10. The Objective-C `id` data type is typically used to point to an object of an unknown data type.

ANS: T                    PTS: 1                    REF: 23

11. The `struct` functionality in Objective-C allows a programmer to define a new data type with enumerations.
- ANS: F            PTS: 1            REF: 24
12. In Objective-C, the values assigned to enumerations are of integer type.
- ANS: T            PTS: 1            REF: 25
13. In the Objective-C statement:  
`typedef enum {Jan, Feb, March, April, May} Month;`  
the value of April is 4.
- ANS: F            PTS: 1            REF: 25
14. The `#define` statement in Objective-C is an example of a preprocessor.
- ANS: T            PTS: 1            REF: 26
15. An advantage of using constants in a program is that, if the value of the constant needs to be changed, the programmer only needs to change it in one location rather than searching the entire program and modifying every instance.
- ANS: T            PTS: 1            REF: 26
16. Expressions that contain operands and operators are called arithmetic expressions.
- ANS: T            PTS: 1            REF: 26
17. If the Objective-C operator `div` is used with integers and there is a nonzero remainder, it will round up or down to the nearest integer.
- ANS: F            PTS: 1            REF: 27
18. You can use either pre or post increment notation for increment operations since the results are always the same.
- ANS: F            PTS: 1            REF: 30
19. The Objective-C pre increment operator will first evaluate the expression and then perform the increment after the expression is evaluated.
- ANS: F            PTS: 1            REF: 30
20. The Objective-C subtract and assign operator, `-=`, first subtracts a value from a variable and then assigns this new value to the variable.
- ANS: T            PTS: 1            REF: 32

#### MULTIPLE CHOICE

1. To store data, a program requires placeholders. A \_\_\_\_ placeholder holds data that changes as the program runs.

- a. constant
- b. variable
- c. string
- d. concatenated

ANS: B                      PTS: 1                      REF: 16

2. Data types help the Objective-C language \_\_\_\_ allocate memory for storage.
- a. compiler
  - b. interpreter
  - c. memory manager
  - d. programmer

ANS: A                      PTS: 1                      REF: 16

3. In Objective-C, concatenation is the process of combining multiple \_\_\_\_ into a single element.
- a. addresses
  - b. numbers
  - c. variables
  - d. strings

ANS: D                      PTS: 1                      REF: 16

4. \_\_\_\_ is identified by Apple as an error log mechanism used to output data to the console.
- a. Scanf
  - b. NSError
  - c. NSLog
  - d. NSOutput

ANS: C                      PTS: 1                      REF: 16

5. The NSLog function uses \_\_\_\_ specifiers which are tokens that start with the symbol %, followed by a character that specifies a data type.
- a. data-type
  - b. format
  - c. foundation
  - d. parameter

ANS: B                      PTS: 1                      REF: 16

6. NSLog takes one or more parameters in the form of a string with format specifiers. The string with the format specifier starts with the \_\_\_\_ symbol.
- a. %
  - b. @
  - c. &
  - d. #

ANS: B                      PTS: 1                      REF: 16

7. \_\_\_\_ reads input typed by the user.
- a. Read
  - b. Readline
  - c. Getf
  - d. Scanf

ANS: D                      PTS: 1                      REF: 17

8. In the Objective-C statement:
- ```
scanf("%f", &num);
```
- the variable num has a type of \_\_\_\_.

- a. decimal
- b. real
- c. integer
- d. float

ANS: D                      PTS: 1                      REF: 17

9. When using the scanf method in code that requires the user to enter data that will be stored as a double, you should use the format specifier \_\_\_\_.

- a. %n
- b. %ld
- c. %f
- d. %lf

ANS: D                      PTS: 1                      REF: 18

10. The data type \_\_\_\_ is used to store a whole number that does not have a decimal point.
- a. char
  - b. int
  - c. float
  - d. double

ANS: B                    PTS: 1                    REF: 18

11. The \_\_\_\_ data type is used to store a single character.
- a. int
  - b. char
  - c. character
  - d. string

ANS: B                    PTS: 1                    REF: 19

12. The storage space utilized by an Objective-C float is \_\_\_\_ bits.
- a. 8
  - b. 32
  - c. 64
  - d. 128

ANS: B                    PTS: 1                    REF: 20

13. The storage space utilized by an Objective-C double is \_\_\_\_ bits.
- a. 8
  - b. 32
  - c. 64
  - d. 128

ANS: C                    PTS: 1                    REF: 20

14. Various combinations of basic data types can be used to create more complex data types. What are these data types called?
- a. complex
  - b. combined
  - c. derived
  - d. double

ANS: C                    PTS: 1                    REF: 21

15. The \_\_\_\_ type holds a memory location where data is stored.
- a. pointer
  - b. id
  - c. main
  - d. struct

ANS: A                    PTS: 1                    REF: 21

16. In Objective-C code, a variable of type \_\_\_\_ is created by using the \* symbol.
- a. char
  - b. struct
  - c. pointer
  - d. id

ANS: C                    PTS: 1                    REF: 21

17. \_\_\_\_ a pointer means extracting the value the pointer is pointing to.
- a. Dereferencing
  - b. Extracting
  - c. Releasing
  - d. Deriving

ANS: A                    PTS: 1                    REF: 21

18. The Objective-C NSLog format specifier for a pointer variable is \_\_\_\_.
- a. %d
  - b. %v
  - c. %n
  - d. %p

ANS: D                    PTS: 1                    REF: 22

19. Given the following code segment:

```
int num = 5;
int * ptrValue;
ptrValue = &num;
```

where the memory address holding num is 0x7fff6506989c, the output from the statement NSLog(@"%d", \*ptrValue) is \_\_\_\_.

- a. 5
- b. 0x7fff6506989c
- c. num
- d. 5 0x7fff6506989c

ANS: A                    PTS: 1                    REF: 22

20. The \_\_\_\_ type is a generic data type that stores data of any type.

- a. id
- b. struct
- c. pointer
- d. gen

ANS: A                    PTS: 1                    REF: 23

21. The \_\_\_\_ type is a combination of several data types that creates a new custom data type. It is a remnant of the original C language, before object oriented programming was introduced.

- a. id
- b. struct
- c. pointer
- d. gen

ANS: B                    PTS: 1                    REF: 23

22. Given the following Objective-C code segment:

```
struct ball
{
    int num;
    float size;
    char color;
};
struct ball b;
```

which of the following statements would set the value of the property num of the newly created variable to 5?

- a. ball.num = 5;
- b. b.num = 5;
- c. struct.ball = 5;
- d. struct.b = 5;

ANS: B                    PTS: 1                    REF: 23

23. \_\_\_\_ notation is used to populate and retrieve the values of variables in a structure.

- a. Char
- b. Struct
- c. Dot
- d. #

ANS: C                    PTS: 1                    REF: 24

24. In Objective-C, the term \_\_\_\_ means a defined range of values for a variable.

- a. itemization
- b. enumeration
- c. list
- d. inventory

ANS: B                    PTS: 1                    REF: 24

25. In the following section of code, the programmer did not specify the value that should be associated with each month.

```
typedef enum {
    Jan,
    Feb,
    March,
    April,
    May,
} Month;
```

By default, the first month, Jan, will be assigned the value \_\_\_\_.

- a. 0
- b. 1
- c. %undefined
- d. %error

ANS: A                      PTS: 1                      REF: 25

26. The \_\_\_\_ in Objective-C is a special tool that helps you create custom statements.

- a. debugger
- b. compiler
- c. importer
- d. preprocessor

ANS: D                      PTS: 1                      REF: 26

27. The Objective-C \_\_\_\_ statement is used to define constants and associate them with unique names.

- a. #const
- b. #preprocess
- c. #define
- d. #customize

ANS: C                      PTS: 1                      REF: 26

28. Objective-C arithmetic operators can be divided into basic and \_\_\_\_ assignment operators.

- a. compound
- b. complex
- c. modulus
- d. enumerated

ANS: A                      PTS: 1                      REF: 26

29. The character % represents the Objective-C basic assignment operator \_\_\_\_.

- a. percent
- b. modulus
- c. assign
- d. divide

ANS: B                      PTS: 1                      REF: 26

30. Given that the integer num1 = 24 and the integer num2 = 15, the value of the variable div in the expression:

```
div = num1 / num2
```

is \_\_\_\_.

- a. 0
- b. .625
- c. 1
- d. 1.6

ANS: C                      PTS: 1                      REF: 27

31. The modulus operator returns the \_\_\_\_ after division.

- a. divisor
- b. dividend
- c. remainder
- d. quotient

ANS: C                      PTS: 1                      REF: 28

32. The Objective-C modulus operator only works on \_\_\_\_.

- a. real numbers
- b. floats
- c. doubles
- d. integers

ANS: D                    PTS: 1                    REF: 29

33. To produce the output, 7 % 2, in Objective-C, you could use the statement:  
NSLog(@"7 \_\_\_\_\_ 2").

- a. %
- b. '%'
- c. "%"
- d. %%

ANS: D                    PTS: 1                    REF: 29

34. The Objective-C operator \_\_\_\_\_ means increment by 1.

- a. +=
- b. ++
- c. +/
- d. =+

ANS: B                    PTS: 1                    REF: 30

35. If  $x = 5$ , the expression  $++x*2$  evaluates to \_\_\_\_\_.

- a. 5
- b. 10
- c. 11
- d. 12

ANS: D                    PTS: 1                    REF: 30

36. If  $x = 5$ , the expression  $x++*2$  evaluates to \_\_\_\_\_.

- a. 5
- b. 10
- c. 11
- d. 12

ANS: C                    PTS: 1                    REF: 30

37. The operator += is called a \_\_\_\_\_ operator.

- a. conjunctive
- b. compound
- c. complex
- d. pre increment

ANS: B                    PTS: 1                    REF: 32

38. If  $num1 = 2$  and  $num2 = 3$ , the value of  $num1$  after evaluating the expression  
 $num1 += num2$   
will be \_\_\_\_\_.

- a. 2
- b. 3
- c. 5
- d. 7

ANS: C                    PTS: 1                    REF: 32

39. A shorthand method for writing the expression  $num1 = num1 * num2$  is \_\_\_\_\_.

- a.  $num1 *= num2$
- b.  $num1 ** num2$
- c.  $num1 ++ * num2$
- d.  $num1 == num2$

ANS: A                    PTS: 1                    REF: 33

40. If  $num1 = 6$  and  $num2 = 4$ , after evaluating the expression  
 $num1 \% = num2$   
the value of  $num1$  is \_\_\_\_\_.

- a. 2
- b. 4
- c. 6
- d. 10

ANS: A

PTS: 1

REF: 34