Informatik I - Exercise Session Past Exam Questions

Remark to Type and Value Questions: The keyword auto means that the type of the expression is determined by the compiler. In the following it thus stands for the expression type that you need to identify.

1. Provide type and value of variable c.

1 int a = 5; 2 int b = 1; 3 auto c = (9 * a + b) % a; 2. Provide type and value of variable c.

Remark to Type and Value Questions: The keyword auto means that the type of the expression is determined by the compiler. In the following it thus stands for the expression type that you need to identify.

1. Provide type and value of variable c.

1 int a = 5; 2 int b = 1; 3 auto c = (9 * a + b) % a;

 int

2. Provide type and value of variable c.

Remark to Type and Value Questions: The keyword auto means that the type of the expression is determined by the compiler. In the following it thus stands for the expression type that you need to identify.

1. Provide type and value of variable c.

1 int a = 5; 2 int b = 1; 3 auto c = (9 * a + b) % a;

int, 1

2. Provide type and value of variable c.

Remark to Type and Value Questions: The keyword auto means that the type of the expression is determined by the compiler. In the following it thus stands for the expression type that you need to identify.

1. Provide type and value of variable c.

1 int a = 5; 2 int b = 1; 3 auto c = (9 * a + b) % a;

int, 1

2. Provide type and value of variable c.

double

Remark to Type and Value Questions: The keyword auto means that the type of the expression is determined by the compiler. In the following it thus stands for the expression type that you need to identify.

1. Provide type and value of variable c.

1 int a = 5; 2 int b = 1; 3 auto c = (9 * a + b) % a;

int, 1

2. Provide type and value of variable c.

double, 9.2

Answer the following questions regarding the normalized floating point system F*.

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system F*.
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25.
- 3.25 can be represented exactly in the floating point system F*.

Answer the following questions regarding the normalized floating point system F^* .

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system *F**. TRUE
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25.
- 3.25 can be represented exactly in the floating point system F*.

Answer the following questions regarding the normalized floating point system F*.

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system F*. TRUE , $1.01 * 2^0$
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25.
- 3.25 can be represented exactly in the floating point system F*.

Answer the following questions regarding the normalized floating point system F^* .

$$\mathcal{F}^*(eta=2, \mathcal{p}=3, \mathbf{e}_{\mathsf{min}}=-1, \mathbf{e}_{\mathsf{max}}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system F*. TRUE , $1.01*2^0$
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25. TRUE
- 3.25 can be represented exactly in the floating point system F*.

Answer the following questions regarding the normalized floating point system F*.

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system F*. TRUE , $1.01 * 2^0$
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25. TRUE, the smallest number that can be represented is 0.5 (i.e., $1.0 * 2^{-1}$)
- 3.25 can be represented exactly in the floating point system F*.

Answer the following questions regarding the normalized floating point system F*.

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system $F\ast.$ TRUE , 1.01 \ast 2⁰
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25. TRUE, the smallest number that can be represented is 0.5 (i.e., $1.0 * 2^{-1}$)
- 3.25 can be represented exactly in the floating point system *F**. FALSE

Answer the following questions regarding the normalized floating point system F^* .

$$F^*(eta=2, p=3, e_{\min}=-1, e_{\max}=4)$$

Reminder: For F*, the precision (number of digits) includes the leading bit.

- 1.25 can be represented exactly in the floating point system F*. TRUE , $1.01 * 2^0$
- There is no number $Z \in F^*$ such that 0.0625 < Z < 0.25. TRUE, the smallest number that can be represented is 0.5 (i.e., $1.0 * 2^{-1}$)
- 3.25 can be represented exactly in the floating point system F*. FALSE , $3.25 = 1.101 * 2^1$ would require precision $p \ge 4$

```
1 int sum = 17;
2 int i = 1;
3 
do {
5 i += sum;
6 sum = sum / 2;
7 } while (i > sum && sum >= 0);
8 
9 std::cout << sum;</pre>
```

Which statement describes the output best?

0 17

08

O Never terminates

Which statement describes the output best?

0 17

08

O Never terminates CORRECT

```
1 int sum = 17;
2 int i = 1;
3 
do {
5 i += sum;
6 sum = sum / 2;
7 } while (i > sum && sum >= 0);
8 
9 std::cout << sum;</pre>
```

Which statement describes the output best?

0 17

08

O Never terminates CORRECT

O 18

Division of two positive ints cannot be negative.
 ⇒ sum >= 0 is always true

```
1 int sum = 17;
2 int i = 1;
3 
do {
5 i += sum;
6 sum = sum / 2;
7 } while (i > sum && sum >= 0);
8 
9 std::cout << sum;</pre>
```

Which statement describes the output best?

0 17

08

O Never terminates CORRECT

- Division of two positive ints cannot be negative.
 ⇒ sum >= 0 is always true
- After the first execution of the do block: i > sum.

```
1 int sum = 17;
2 int i = 1;
3 
do {
5 i += sum;
6 sum = sum / 2;
7 } while (i > sum && sum >= 0);
8 
9 std::cout << sum;</pre>
```

Which statement describes the output best?

- 0 17
- 08
- O Never terminates CORRECT

- Division of two positive ints cannot be negative.
 ⇒ sum >= 0 is always true
- After the first execution of the do block: i > sum. sum is monotonically decreasing, i is monotonically increasing.

```
1 int sum = 17;
2 int i = 1;
3 
do {
5 i += sum;
6 sum = sum / 2;
7 } while (i > sum && sum >= 0);
8 
9 std::cout << sum;</pre>
```

Which statement describes the output best?

- 0 17
- 08
- O Never terminates CORRECT

- Division of two positive ints cannot be negative.
 ⇒ sum >= 0 is always true
- After the first execution of the do block: i > sum. sum is monotonically decreasing, i is monotonically increasing.
 ⇒ i > sum is always true