

淡江大學 100 學年度轉學生招生考試試題

系別：資訊工程學系三年級

科目：程式語言

5-1

考試日期：7月19日(星期二) 第5節

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1. The following statements is using the language of C, print out the result of z and c. (10%)

float x = 8.0F, y = 3.0F, z;

int a = 8, b= 3, c;

Print out the value of z

- (a) $z = x / y;$
- (b) $z = a / b;$
- (c) $z = a / y;$
- (d) $z = ((float)a / b + 0.5F);$
- (e) $z = (a / b + 0.5F);$

Print out the value of c

- (f) $c = x / y;$
- (g) $c = a / b;$
- (h) $c = a / y;$
- (i) $c = ((int)x / y + 0.5);$
- (j) $c = ((int) (x / y) + 0.5);$

2. The following statements is using the language of C, print out the value of x, y and z. (10%)

- (a) int x = 8, y = 3, z; $z = (x++) + (++y);$
- (b) int x = 8, y = 3, z; $z = (x++) + (y++);$
- (c) int x = 8, y = 3, z; $z = (--x) + (y--);$

- (d) int x = 8, y = 3, z; $z = (--x) + (--y);$
- (e) int x = 8, y = 3, z; $z = (++x) + (y--);$

3. The following statements is using the language of C, print out the value of x and y. (10%)

(a)
int x = 2, y = 3;
if ($x == y$) $y = y * 2;$

(b)
int x = 2, y = 3;
if ($x = y$) $y = y * 2;$

(c)
int x = 2, y = 3;
if ($x == 0$) $y = y * 2;$

(d)
int x = 2, y = 3;
if ($x = 0$) $y = y * 2;$

(e)
int x = 0, y = 3;
if ($x == 0$) $y = y * 2;$

4. Print out the output of the following program. (10%)

```
#include <stdio.h>
void PrintStar(int);
void PrintTriangle(int);
void PrintStar(int n)
{
    if(n<=0) return;
    printf("*");
    PrintStar(n-1);
}
```

```
void PrintTriangle(int n)
{
    if(n<=0) return;
    PrintStar(n);
    printf("\n");
    PrintTriangle(n-1);
}
int main(void)
{
    PrintTriangle(6);
    return 0;
}
```

本試題雙面印刷

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5. Print out the output of the following program. Suppose the address of x[0] is 2000, sizeof(int) = 4. (10%)

```
#include <stdio.h>
int main()
{
    int x[3] = {100,200,300};
    int *intPtr;
    intPtr = x;
    printf("intPtr = %d\n", intPtr);
    printf("*intPtr = %d\n", *intPtr);
    printf("intPtr[0] = %d\n", intPtr[0]);
    printf("intPtr+1 = %d\n", intPtr+1);
    printf("*intPtr+1 = %d\n", *(intPtr+1));
    printf("intPtr[1] = %d\n", intPtr[1]);
```

```
intPtr = intPtr+1;
printf("*intPtr = %d\n", *intPtr);
printf("intPtr[0] = %d\n", intPtr[0]);
printf("intPtr[1] = %d\n", intPtr[1]);
return 0;
```

6. The following program is used “*call by value*” to pass the arguments, the output is “Your height is 0 feet 0 inches”. To use “*call by address*” to correct this problem. (10%)

```
#include <stdio.h>
void conversion(int cm, int feet, float inches);
int main()
{
    int cm = 0, feet = 0;
    float inches = 0;
    printf("Input your height (cm) :");
    scanf("%d", &cm);
    conversion(cm, feet, inches);
    printf("Your height is %d feet %f inches\n",
          feet, inches);
    return 0;
}
```

```
void conversion(int cm, int feet, float inches)
{
    feet = (int)(cm/2.54/12);
    inches = cm/2.54-feet*12;
}
```

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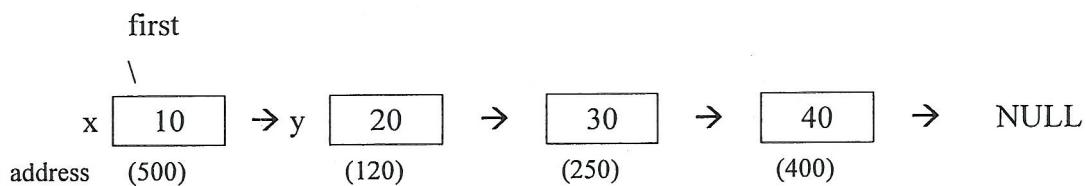
本試題共 10 大題， 4 頁

7. Print out the output of the following program. (10%)

```
#include <stdio.h>
void Fun();
void Fun()
{
    static int x = 0;
    int y = 0;
    printf("x = %d\n", ++x);
    printf("y = %d\n", ++y);
}
```

```
int main()
{
    Fun();
    Fun();
    Fun();
    return 0;
}
```

8. The following list has 4 nodes. The first node named *x* and there is a pointer *first* points to node *x*. (10%)



The structure of node is

```
class Node {
public:
    int data;
    Node *link;
};
```

Fill in the answer (if any) in each of the following questions. (if the syntax is error, the answer is "error")

- (a) y = ? (b) y.data = ? (c) y.link = ? (d) y->data = ? (e) y->link = ?
(f) first = ? (g) first->data = ? (h) first->link->data = ? (i) first->link->link = ? (j) first->data->link = ?

9. Using C++ or Java to implement the following specifications. (10%)

- (a) Create a class named *MyClass*.
(b) This class has an integer data member named *myData*.
(c) There is a constructor to setup the initialize value of *myData* to zero.
(d) There is a member function (method) named *myMethod* to setup the value of *myData* as the argument *x*.

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10.

```
#include <new>
int main()
{
    int *intPtr;
    float *arrayPtr;
    intPtr = new (a);
    arrayPtr = new (b);
```

```
delete (c);
delete (d);
return 0;
```

- (a) Allocate an integer. (2%)
- (b) Allocate a floating array that has 20 elements. (3%)
- (c) Delete the integer that allocated at (a). (2%)
- (d) Delete the integer array that allocated at (b). (3%)