

1. (2 pt.)

- a) Sol) preprocessor attach header file to source code and create a modified source code.
- b) F
- c) (Sol) integer, floating point number, character and Boolean
- d) Sol) that is forcing one variable of one type to be another type.
- e) Sol) 8 bits.
- f) Sol) a constant variable is a variable whose content cannot be changed. A constant variable must be initialized when it is declared.
- g) T
- h) F
- i) T
- j) F
- k) T
- l) F
- m) T
- n) F

2.

	Insertion Sort	Selection Sort	Bubble Sort (bubble up)
0	7, 5, 2, 4, 6, 3, 1	7, 5, 2, 4, 6, 3, 1,	7, 5, 2, 4, 6, 3, 1,
1	5, 7 , 2, 4, 6, 3, 1	1 , 5, 2, 4, 6, 3, 7	5, 2, 4, 6, 3, 1, 7
2	2, 5, 7 , 4, 6, 3, 1	1, 2 , 5, 4, 6, 3, 7	2, 4, 5, 3, 1, 6, 7
3	2, 4, 5, 7 , 6, 3, 1	1, 2, 3 , 4, 6, 5, 7	2, 4, 3, 1, 5, 6, 7
4	2, 4, 5, 6, 7 , 3, 1	1, 2, 3, 4 , 6, 5, 7	2, 3, 1, 4, 5, 6, 7
5	2, 3, 4, 5, 6, 7 , 1	1, 2, 3, 4, 5 , 6, 7	2, 1, 3, 4, 5, 6, 7
6	1, 2, 3, 4, 5, 6, 7	1, 2, 3, 4, 5, 6, 7	1, 2, 3, 4, 5, 6, 7

3. (2 pt.)

```
#include <iostream>
using namespace std;

// Here write function prototype
void swap(int &, int &);

int main()
{
    int a = 5;
    int b = 6;

    cout <<"Before swap, a = "<<a<< " , b = "<< b<< endl;
    swap(a,b);
    cout <<"After swap, a = "<<a<< " , b = "<< b<< endl;

    return 0;
}

//Here define swap
void swap(int &a, int &b)
{
    int tmp;
    tmp =a;
    a = b;
    b =tmp;
}
```

4. (4 pt)

```
#include <iostream>
#include <iomanip>
#include <fstream>
using namespace std;

int main()
{
    ifstream input;
    ofstream output;
    int ID, StdNum =0;
    float Score1, Score2, Score3;
    float Average, Tot=0.0;

    input.open("coscl20.txt",ios::in);
    output.open("average.txt",ios::out);
    while (input >> ID>> Score1 >> Score2 >> Score3)
    {
        StdNum++;
        Average= (Score1+Score2+Score3)/3;
        Tot =Tot + Average;
        output<< setprecision(3) <<showpoint;
        output <<"Student " << ID <<":"<<"Average= "<<Average <<endl;
    }
    output<<endl;
    output <<"COSC 120 Student Average = " << Tot /StdNum <<endl;
    input.close();
    output.close();
    return 0;
}
```

