

## COMP 166 – Week 4 Quiz

Name: \_\_\_\_\_

1. Write the following program components in the order in which they appear:

```
int main() / return 0 / includes / variable declarations / program body
```

2. Write code that will declare three variables of an appropriate type:

- "count" (non-floating-point type)
- "distance" (floating-point type)
- "letter" (single character)

3. Write a code fragment that will output either "x seconds" or "1 second" depending on whether the value of "x" is 1 or not. That is, if it is 1, output "1 second"; otherwise output "x seconds" (with the actual value of x written out, not the letter x). You do not have to worry about where the variable comes from or how it got its value; just assume it was previously declared and assigned a value in some appropriate way. Your task is to simply write out the `if` block to do the specified output.

4. Write the following “switch” block as an equivalent “if” block:

```
switch (type) {  
    case 3:  
        x = x * 2;  
        break;  
  
    case 4:                converted  
        x = x + 2;        =====>  
        break;  
  
    case 7:  
        x = x * x;  
        break;  
  
    default:  
        x = x + 1;  
}
```

5. True or False: you can do anything with a “switch” block that you can do with an “if” block. That is, “switch” is just as flexible and as powerful as “if”.

True

False

*(Circle the correct answer.)*