

1. Which is NOT a valid C++ identifier?
 - a) `_temp`
 - b) `2ndPlace`
 - c) `myVar`
 - d) `total_count`
2. True/False: `const int MAX_SIZE = 100;` can be modified later in the program.

What is printed when temp is 25?

```
if (temp > 20) {  
    cout << "Warm";  
} else if (temp >= 25) {  
    cout << "Hot";  
} else {  
    cout << "Cool";  
}
```

3. What is the result of the following expression if `x = 3` and `y = 15`?
`!(x < 5 && y > 10)`
4. True/False: Nested if-else statements are allowed in C++.
5. What is the output?

```
for (int i = 0; i < 4; i++) {  
    if (i == 2) continue;  
    cout << i << " ";  
}
```
6. True/False: The `break` statement can only be used in loops.
7. True/False: A loop condition can contain function calls.
8. What happens if a switch case doesn't have a `break`?
 - a) Compilation error
 - b) Program crashes
 - c) Execution falls through to next case
 - d) Returns to main
9. What is `values[3]` after execution?

```
int values[5] = {1, 2, 3, 4, 5};  
values[3] = values[1] + values[2];
```
10. Which method adds an element to the end of a vector?
 - a) `insert()`
 - b) `push_back()`
 - c) `add_back()`
 - d) `append()`

11. True/False: Vectors automatically resize when elements are added.
12. True/False: const member functions cannot modify member variables.
13. What does this code do?
- ```
int main() {
 ifstream inFile("data.txt");
 string line;
 while (getline(inFile, line)) {
 cout << line << endl;
 }
 inFile.close();
 return 0;
}
```
14. True/False: You can throw any data type as an exception.
15. Briefly explain in your own words, what is exception handling for?
16. True/False: Every recursive function must have at least one base case to prevent infinite recursion.
17. What is the correct order of exception handling blocks?
- a) catch -> try -> throw
  - b) throw -> try -> catch
  - c) try -> catch -> throw
  - d) try -> throw -> catch
18. True/False: The catch(...) block is an invalid block
19. Write a function that throws a `std::out_of_range` exception if an index is beyond the bounds of an array.
- ```
int getElement(int arr[], int size, int index)
```

20. Create a class named Rectangle that has:

Two private member variables: length and width (both doubles)

A public constructor that takes two parameters to initialize length and width

A public member function `calculateArea()` that returns the area of the rectangle ($\text{length} \times \text{width}$)