Which is different from the others?

(a) \((x = x + 1)\)
(b) \((x += 1)\)
(c) \((x++)\) \(\text{I pt, because it yields a different value}\)
(d) \((++x)\)
(e) they are all equivalent
Which is different from the others?

(a) \( x = x + 1 \);
(b) \( x += 1 \);
(c) \( x++ \);
(d) \( ++x \);
(e) they are all equivalent 1 pt, values irrelevant
Which one of the following types of objects will have global scope in our programs?

(a) function names
(b) names of pointer variables
(c) parameter names
(d) names of variables of type char
(e) names of variables of type bool
What is not shown in structure charts?

(a) relationship between functions
(b) names of functions
(c) parameters of functions
(d) direction of data transfer between functions
(e) that a function is called more than once
Relational and Logical Operators

<table>
<thead>
<tr>
<th>Relational operator</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;</td>
<td>Less than</td>
</tr>
<tr>
<td>&lt;=</td>
<td>Less than or equal to</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater than</td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater than or equal to</td>
</tr>
<tr>
<td>==</td>
<td>Equal to</td>
</tr>
<tr>
<td>!=</td>
<td>Not equal to</td>
</tr>
</tbody>
</table>

4 < 5 \quad \text{yields} \quad 1 \ (true) \\
7 \neq 7 \quad \text{yields} \quad 0 \ (false)
<table>
<thead>
<tr>
<th>Logical operator</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&amp;&amp;</td>
<td>and</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>!</td>
<td>not</td>
</tr>
</tbody>
</table>

\[ x == 1 && x == 2 \] yields 0 (false)
\[ x <= 1 || x > 1 \] yields 1 (true)
\[ !(x == y) \] is same as \[ x != y \]
true && false yields false
true || false yields true
Line editing for csh

navigation:
  arrow keys, ^f, ^b, ^p, ^n, esc-f, esc-b, ^a, ^e
deletion:
  ^u, ^k, ^w, del, ^d, esc-del, esc-d, ^h
changing case:
  esc-u, esc-c, esc-l
transposing: ^t
antidote to ^s: ^q
yanking: ^y

Some of these work in other (non-MS?) apps as well, e.g., browsers, editors, (esp. emacs)