Congratulations! You passed!

Grade received 80%
Latest Submission Grade 80%
To pass 75% or higher

Go to next item

1. Using functions in code has which of the following impacts? **1 / 1 point**

- ○ Improve code understandability
- ○ Facilitate code reuse
- ○ Support abstraction
- ◉ All of the above

✓ **Correct**
Correct!

2. Which of these statements is true? **1 / 1 point**

- ○ A function can have only one return value.
- ○ A function cannot have more than two parameters.
- ◉ A function can have parameters of different types.
- ○ The type of the arguments do not need to be specified.

✓ **Correct**
Correct!

3. Let's say that you are writing a function which takes a structure as an argument. What is a good reason to rewrite the function to take a pointer to the structure as an argument, instead of the structure itself? **1 / 1 point**

- (●) The function needs to modify the structure.
- ( ) The function needs to read data inside the structure.
- ( ) The function needs to copy the structure.
- ( ) The structure uses very little space in memory.

Correct
Correct!

4. Which of the features of functions listed below improve code understandability? **1 / 1 point**

I. Low number of arguments

II Performs several distinct tasks

III. Low control-flow complexity

- ( ) I and II
- (●) I and III
- ( ) II and III
- ( ) I, II, and III

Correct
Correct!

5. What is a difference between passing a slice as an argument and passing an array as an argument? **0 / 1 point**

- ○ Passing a slice passes a copy of all the data in the slice.
- ○ Passing an array is faster than passing a slice.
- ◉ There is no difference.
- ○ Passing an array passes a copy of the entire array.

⊗ **Incorrect**

Slices refer to arrays, so passing a slice also passes a reference to the underlying array.