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Date: 12/12/2019 **Class: Computer Programming 2**
Score: 36 / 37 (97.3%)

CP2 Chapter 6, Part 2 Test-b

TRUE/FALSE

✓ F 1. When a function is called, flow of control moves to the function's prototype.

Points: 1 / 1

✓ T 2. A static variable that is defined within a function is initialized only once, the first time the function is called.

Points: 1 / 1

✓ T 3. It is possible for a function to have some parameters with default arguments and some without.

Points: 1 / 1

✗ T 4. You must furnish an argument with a function call.

Points: 0 / 1

✓ T 5. It is not considered good programming practice to declare all of your variables globally.

Points: 1 / 1

✓ T 6. You may use the `exit()` function to terminate a program, regardless of which control mechanism is executing.

Points: 1 / 1

MULTIPLE CHOICE

✓ D 7. This is a collection of statements that performs a specific task.
a. infinite loop
b. variable
c. constant
d. function
e. None of these

Points: 1 / 1

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✓ C 8. A function can have zero to many parameters, and it can return this many values.
- a. zero to many
- b. no
- c. only one
- d. a maximum of ten
- e. None of these

Points: 1 / 1

✓ D 9. A function is executed when it is:
- a. defined
- b. prototyped
- c. declared
- d. called
- e. None of these

Points: 1 / 1

✓ E 10. In a function header, you must furnish:
- a. data type(s) of the parameters
- b. data type of the return value
- c. the name of function
- d. names of parameter variables
- e. All of these

Points: 1 / 1

✓ A 11. Functions are ideal for use in menu-driven programs. When a user selects a menu item, the program can ________ the appropriate function.
- a. call
- b. prototype
- c. define
- d. declare
- e. None of these

Points: 1 / 1

✓ C 12. The value in this type of local variable persists between function calls.
- a. global
- b. internal
- c. static
- d. dynamic
- e. None of these

Points: 1 / 1

✓ B 13. These types of arguments are passed to parameters automatically if no argument is provided in the function call.
a. Local
b. Default
c. Global
d. Relational
e. None of these

Points: 1 / 1

✓ A 14. When used as parameters, these types of variables allow a function to access the parameter's original argument.
a. reference
b. floating-point
c. counter
d. undeclared
e. None of these

Points: 1 / 1

✓ C 15. This statement causes a function to end.
a. `end`
b. `terminate`
c. `return`
d. `release`
e. None of these

Points: 1 / 1

✓ B 16. ________ functions may have the same name, as long as their parameter lists are different.
a. Only two
b. Two or more
c. Zero
d. Un-prototyped
e. None of these

Points: 1 / 1

✓ D 17. This function causes a program to terminate, regardless of which function or control mechanism is executing.
a. `terminate()`
b. `return()`
c. `continue()`
d. `exit()`
e. None of these

Points: 1 / 1

✓ D 18. This is a statement that causes a function to execute.

a. `for` loop
b. `do-while` loop
c. function prototype
d. function call
e. None of these

Points: 1 / 1

✓ B 19. It is a good programming practice to ________ your functions by writing comments that describe what they do.

a. execute
b. document
c. eliminate
d. prototype
e. None of these

Points: 1 / 1

✓ C 20. A(n) ________ is information that is passed to a function, and a(n) ________ is information that is received by a function.

a. function call, function header
b. parameter, argument
c. argument, parameter
d. prototype, header
e. None of these

Points: 1 / 1

✓ B 21. A function ________ eliminates the need to place a function definition before all calls to the function.

a. header
b. prototype
c. argument
d. parameter
e. None of these

Points: 1 / 1

✓ B 22. A ________ variable is declared outside all functions.

a. local
b. global
c. floating-point
d. counter
e. None of these

Points: 1 / 1

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✓ A 23. If a function is called more than once in a program, the values stored in the function's local variables do not ________ between function calls.

a. persist
b. execute
c. communicate
d. change
e. None of these

Points: 1 / 1

✓ D 24. A ________ argument is passed to a parameter when the actual argument is left out of the function call.

a. false
b. true
c. null
d. default
e. None of these

Points: 1 / 1

✓ B 25. If a function does not have a prototype, default arguments may be specified in the function ________.

a. call
b. header
c. execution
d. return type
e. None of these

Points: 1 / 1

✓ D 26. The value in a ________ variable persists between function calls.

a. dynamic
b. local
c. counter
d. static local

Points: 1 / 1

✓ B 27. This is a dummy function that is called instead of the actual function it represents.

a. `main` function
b. stub
c. driver
d. overloaded function

Points: 1 / 1

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✓ B 28. What is the output of the following program?

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

void showDub(int);

int main()
{
    int x = 2;

    showDub(x);
    cout << x << endl;
    return 0;
}

void showDub(int num)
{
    cout << (num * 2) << endl;
}
```

a. 2
   2
b. 4
   2
c. 2
   4
d. 4
   4

Points: 1 / 1

Name: CAELAN KIMBALL **ID: 020022**

✓ A 29. What is the output of the following program?

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

void doSomething(int);

int main()
{
    int x = 2;

    cout << x << endl;
    doSomething(x);
    cout << x << endl;
    return 0;
}

void doSomething(int num)
{
    num = 0;
    cout << num << endl;
}
```

a.
```
2
0
2
```
b.
```
2
2
2
```
c.
```
0
0
0
```
d.
```
2
0
0
```

Points: 1 / 1

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✓ D 30. What is the output of the following program?

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

void doSomething(int&);

int main()
{
    int x = 2;

    cout << x << endl;
    doSomething(x);
    cout << x << endl;
    return 0;
}

void doSomething(int& num)
{
    num = 0;
    cout << num << endl;
}
```

a. 2
   0
   2

b. 2
   2
   2

c. 0
   0
   0

d. 2
   0
   0

Points: 1 / 1

✓ A 31. Which line in the following program contains the prototype for the `showDub` function?

```
1   #include <iostream>
2   using namespace std;
3
4   void showDub(int);
5
6   int main()
7   {
8       int x = 2;
9
10      showDub(x);
11      cout << x << endl;
12      return 0;
13  }
14
15  void showDub(int num)
16  {
17      cout << (num * 2) << endl;
18  }
```

a. 4
b. 6
c. 10
d. 15

Points: 1 / 1

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✓ D 32. Which line in the following program contains the header for the `showDub` function?

```
 1  #include <iostream>
 2  using namespace std;
 3
 4  void showDub(int);
 5
 6  int main()
 7  {
 8      int x = 2;
 9
10      showDub(x);
11      cout << x << endl;
12      return 0;
13  }
14
15  void showDub(int num)
16  {
17      cout << (num * 2) << endl;
18  }
```

a. 4
b. 6
c. 10
d. 15

Points: 1 / 1

✓ C 33. Which line in the following program contains a call to the `showDub` function?

```
 1  #include <iostream>
 2  using namespace std;
 3
 4  void showDub(int);
 5
 6  int main()
 7  {
 8      int x = 2;
 9
10      showDub(x);
11      cout << x << endl;
12      return 0;
13  }
14
15  void showDub(int num)
16  {
17      cout << (num * 2) << endl;
18  }
```

a. 4
b. 6
c. 10
d. 15

Points: 1 / 1

✓ B 34. Look at the following function prototype.

```
int myFunction(double);
```

What is the data type of the function's parameter variable?

a. `int`
b. `double`
c. `void`
d. Can't tell from the prototype

Points: 1 / 1

✓ A 35. Look at the following function prototype.

```
int myFunction(double);
```

What is the data type of the function's return value?

a. `int`
b. `double`
c. `void`
d. Can't tell from the prototype

Points: 1 / 1

✓ C 36. What is the output of the following program?

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

int getValue(int);

int main()
{
    int x = 2;

    cout << getValue(x) << endl;
    return 0;
}

int getValue(int num)
{
    return num + 5;
}
```

a. 5
b. 2
c. 7
d. "getValue(x)"

Points: 1 / 1

✓ B 37. Here is the header for a function named `computeValue`:

```
void computeValue(int value)
```

Which of the following is a valid call to the function?

a. `computeValue(10)`
b. `computeValue(10);`
c. `void computeValue(10);`
d. `void computeValue(int x);`

Points: 1 / 1