CS 161 Quiz 6 Solution

1)	If a function doesn't return a value, the word should appear as its return type.
	Functions that do not return values are void functions.
2)	Either a function's or its must precede all calls to the function.
	It is necessary for the compiler to know information about a function so that it can verify that it is being properly called. This is accomplished by including either the function prototype or definition before any calls to the function.
	The function prototype or signature consists of the return type of the function, its name, and its parameter list followed by a semicolon.
	The function definition is the return type, name, and parameter list followed by a pair of braces {} that contain the code the is executed when the function is called.
3)	Special variables that hold copies of function arguments are called
	The variables that are used to hold the arguments of the function are called parameters . When the function is called in the program, the values of the arguments used in the call are stored in them.
4)	A eliminates the need to place a function definition before all calls to the function.
	A function prototype can be used before a function is called to provide information to the compiler. This allows the longer function definition to be located lower in the file or in a separate file.
5)	A program contains the following function: int cube(int num) {
	return num * num; }
	Which statement passes the value 4 to this function and assigns its return value to the variable result.
	The correct answer is:

result = cube(4);

6) A program contains the following function:

7) Arrange the statements below in the proper order for a function that receives three integer arguments and returns the largest of the three values. There are two extra lines that don't below in this function.

```
int biggest(int num1, int num2, int num3)
{
   if (num1 >= num2 && num1 >= num3)
      return num1;
   if (num2 >= num3)
      return num2;
   return num3;
}

not used:
   else if (num3 == num2)
   num3 = num1;
```