Worksheet for Chapter 6

Name: \_Cedric L Mulumba \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Read the chapter and answer the following questions. – 10 points each

1. What are 2 types of **user defined functions**?

Answer:

-Value-returning functions that have to return type.

-Void functions that do not return function.

1. What is the purpose of **void** data type?

Answer:

- For a function that does not return anything. Basically all the computation is done within the function and you've nothing to return the caller.

1. Write a function heading for the following situation.

Name of the function is: my\_values, will return a decimal value, will accept 3 integer type parameters.

Answer:

double my\_values (double x, double y, double z)

int main ()

{

double max;

if (x + y >= z)

max = x + y;

else

max = z;

return max;

}

What are variables defined in the function heading?

Formal parameters

1. What is a local identifier?

Answer:

It’s an Identifier declared within a function (or block)

1. What is a global identifier?

Answer:

It’s an Identifier declared outside of every function definition.

1. Reference parameters are useful in 3 situations – list them.

Answer:

- When the value of the actual parameter needs to be changed.

- When you want to return more than one value from a function.

- When passing the address would save memory space and time relative to copying a large amount of data.

1. Complete exercise on p.438 #8.

Answer:

1. 62
2. 1
3. 20, 1
4. 1
5. Complete exercise on p. 440 #10.

Answer:

It gives the program the name of the function, the number and the data types of the parameters, and the data type of the returned value: just enough information to let C++ use the function.

1. Complete exercise on p. 442 #18.

Answer:

1. 720
2. 0
3. 71
4. 362880
5. Complete exercise on p. 444 #23.

Answer:

#include <iostream>

#include <stdlib.h>

#include <math.h>

#include <iomanip>

using namespace std;

void func();

int main()

{

float num;

cout<<fixed<<showpoint<<setprecision(2)<<endl;

cout <<"enter a decimal number "<<endl;

cin>>num;

cout <<"Take"<<endl;

if (num \* 3)

func ();

else

cout<<"invalid input. You must enter a decimal number"<< endl;

return 0;

system("PAUSE");

return 0;

}

void func ()

{

cout<<"programming 1"<<endl;

}