

Assignment 3 (6/4/20)

Function call

Marks : 15

1. Differentiate calling a function based on reference and on value with example. 5
2. What is function prototype? Why should we prototype a function? 3
3. How many parameters should a function have? Can a function have as many parameters? Will it be a good way of programming.... Justify. 3
4. What is the use of the keyword typedef? 2
5. Explain default function call. 2