1. Call by value and call by reference
2. Function prototype is the declaration of a function that specifies the functions name and type signature but omits the body.(only a declaration)While function definition contains the actual implementation of the function
3. A single return() statement can only return one value from a function
4. By using a call by reference, such as a pointer which will take the address of the data.
5. So that a specific function serving a single purpose can be called again if it is required in the main program and so that certain functions or values don’t interact with each others purpose
6. Local variables
7. Local variables are variables which are declared within the function or an argument is passed to a function
8. Scope is a region of the program and scope of variables refers to the area of the program where variables can be accessed after its declaration
9. Automatic variable has a lifetime that begins when program execution enters the function or statement block and ends when execution leaves the block.
10. ???
11. Global variables are written before main() function and are not destroyed when the function ends. Local variables are variables declared within a function or a block {}
12. As global variables hold their values throughout the lifetime of the program and can be accessed inside any functions defined for the program.
13. 127
14. Local static variable are variables that retains and stores its value between function calls or blocks and remains visible only to the function or block in which defined. Static global variables are visible only to the file which it is declared.
15. Actual parameters are parameters as they appear in function calls. Formal parameters are parameters as they appear in function declarations
16. Global variable is a variable that is accessible globally. Local variable is one that is accessible to the current scope such as temporary variables used in a single function definition
17. Modular programming consist of separating implementation from interface and hiding information in the implementation. Like placing the interface definition in a header file and the implementation in a source file.