

Skeletal Outline

Chapter 6 - Functions

6.1 Modular Programming	6.10 Local and Global Variables
6.2 Defining and Calling Functions	6.11 Static Local Variables
6.3 Function Prototypes	6.12 Default Arguments
6.4 Sending Data into a Function	6.13 Using Reference Variables as Parameters
6.5 Passing Data by Value	6.14 Overloading Functions
6.6 The return Statement	6.15 The exit() Function
6.7 Returning a Value from a Function	6.16 Stubs and Drivers
6.8 Returning a Boolean Value	
6.9 Using Functions in a Menu Driven Program	

The big idea behind this chapter is

It relates to the previous material how ...

The main purpose of this chapter is ...

The key questions are ...

Why:

When:

How:

Important Info/Concepts are ...

Inferences/Conclusions are ...

Main Assumptions

Why is this material here (at this point in the class)?

You'll know you know this chapter when you can

Opening Thoughts - Write any thoughts or questions you have before reading this material.

Key Ideas - Record the major points from the chapter. I may want to distinguish between key ideas and key processes.

External Information Sources

Idea	Notes

Source	Location

Demonstration Code -

Record the ideas presented in the code shown in class. This way, you will construct a quick index to find ideas for your own projects. Note: I'll include my samples in Canvas, but not code directly from the textbook (I want you to become used to looking up examples in your textbook).

