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Module 13 Review Questions:

1) The line containing a throw statement is known as the **throw point**.

2) The **try** block should enclose code that directly or indirectly might cause an exception to be thrown.

4) When writing function or class templates, you use a(n) **type parameter** to specify a generic data type.

5) The beginning of a template is marked by a(n) **template prefix**.

7) A(n) **sequence** container organizes data in a sequential fashion similar to an array.

8) A(n) **associative** container uses keys to rapidly access elements.

11) Write a function template that takes a generic array of a given size as a parameter and reverses the order of the elements in the array.  The first parameter of the function should be the array, and the second parameter should be the size of the array.

…

Using namespace std;

Template <class T>

Void ReverseFunction(T arr[], int size)

{  
 if(size >= 2)

{

Swap(arr[0], arr[size – 1]);

ReverseFunction(arr + 1, size – 2);

}

}

…

12) Write a function template that is capable of adding any two numeric values and returning the result.

Template <class T>

T numaricValue(T num1, T num2)

{

Return num1 + num2;

}

13) Describe what will happen if you call the function of question 11 and pass it an array of type **char**.

The string of characters stored in the array will be reversed.

14) Describe what will happen if you call the function of question 11 and pass it an array of type **string**.

The string stored in the array will be reversed.