**Homework 2**

2. **int** **main**(){

//main needs to add "return" keyword

//since main is a return type int

**return** Funk(49);

}

**void** **Funk**(**int** f){

f = f \* 2;

}

3. **int** **RoundToNearest**(**double** input){

**return** input < .5 ? 0: 10;

}

4. **int** **main**(){

**int** x = gcd (259,111)

cout << x << **endl**;

}

**int** **remainder**(**int** x, **int** y){

**return** gcd(x / y, x % y);

}

**int** **gcd**(**int** x, **int** y){

**if**(y == 0){

**return** x;

}

**else** **if**(y > 0){

gcd(y, remainder(x,y));

}

}

6.

5. a. /usr/include/c++/4.8/iostream  
 b. Supposedly inside Ada's project folder when she imported

c. mymath.h file did not get added to Ada's project folder  
 d. Make sure to have .h file into your folder if Ada wants to use the cmath

functions

7. a. inline keyword exists to reduce the execution time of the compiler by making

the inline declare functions to be accessible once it's declare one time

only.

b. function overloads means that the compiler can make multiple same name

functions with different parameter type, and number of parameters, and the

return type.