**Chapter 3**

**Section One Review Questions:**

1. A group of statements that exist within a program for the purpose of performing a specific task is a(n) \_\_\_\_\_.

c. module

2. A benefit of using modules that helps to reduce the duplication of code with a program is \_\_\_\_\_.

a. code reuse

3. The first line of a module definition is known as the \_\_\_\_\_.

d. header

4. You \_\_\_\_\_ the module to execute it.

b. call

5. A \_\_\_\_\_\_ point is the memory address of the location in the program that the computer will return to when a module ends.

c. return

6. A design technique that programmers use to break down an algorithm into modules is known as \_\_\_\_\_

a. top-down design

7. A \_\_\_\_\_ is a diagram that gives a visual representation of the relationship between modules in a program.

d. hierarchy chart

8. A \_\_\_\_ is a variable that is declared inside a module.

b. local variable

9. A(n) \_\_\_\_ is the part of a program in which a variable may be accessed.

c. scope

10. A(n) \_\_\_\_ is a piece of data that is sent into a module.

b. parameter

11. A(n) \_\_\_\_ is a special variable that receives a piece of data when a module is called.

a. argument

12. When \_\_\_\_, only a copy of the argument's value is passed into the parameter variable.

c. passing an argument by value

13. When \_\_\_\_, the module can modify the argument in the calling part of the program.

a. passing an argument by reference

14. A variable that is visible to every module in the program is a \_\_\_\_\_

d. global variable

15. When possible, you should avoid using \_\_\_\_ variables in a program.

b. global

**Section Two True or False:**

1. The phrase "divide and conquer" means that all of the programmers on a steam should be divided and work in isolation.

False

2. Modules make it easier for programmers to work in teams.

True

3. Module names should be as short as possible.

False

4. Calling a module and defining a module mean the same thing.

False

5. A flowchart shows the hierarchical relationships between modules in a program.

False

6. A hierarchy chart does not show the steps that are taken inside a module.

True

7. A statement in one module can access a local variable in another module.

False

8. In most programing languages, you cannot have two variables with the same name in the same scope.

True

9. Programming languages typically require that arguments be of the same data type as the parameters that they are passed to.

True

10. Most languages do not allow you to write muddles that accept multiple arguments.

False

11. When an argument is passed by reference, the module can modify the argument in the calling part of the program.

True

12. Passing an argument by value is a means of establishing two-way communication between modules.

True