* A function \_\_\_\_\_\_\_\_\_\_ contains the statements that make up the function.

|  |  |
| --- | --- |
| a. | definition |
| b. | prototype |
| c. | call |
| d. | expression |
| e. | parameter list |

* A function can have zero to many parameters, and it can return this many values.

|  |  |
| --- | --- |
| a. | zero to many |
| b. | no |
| c. | only one |
| d. | a maximum of ten |
| e. | None of these |

* A function is executed when it is

|  |  |
| --- | --- |
| a. | defined |
| b. | prototyped |
| c. | declared |
| d. | called |
| e. | None of these |

* Functions are ideal for use in menu-driven programs. When a user selects a menu item, the program can \_\_\_\_\_\_\_\_ the appropriate function.

|  |  |
| --- | --- |
| a. | call |
| b. | prototype |
| c. | define |
| d. | declare |
| e. | None of these |

* This type of variable is defined inside a function and is not accessible outside the function.

|  |  |
| --- | --- |
| a. | global |
| b. | reference |
| c. | local (variable?) |
| d. | counter |
| e. | None of these |

* This statement causes a function to end.

|  |  |
| --- | --- |
| a. | end |
| b. | terminate |
| c. | return |
| d. | release |
| e. | None of these |

* It is a good programming practice to \_\_\_\_\_\_\_\_\_\_\_\_ your functions by writing comments that describe what they do.

|  |  |
| --- | --- |
| a. | execute |
| b. | document |
| c. | eliminate |
| d. | prototype |
| e. | None of these |

* A function \_\_\_\_\_\_\_\_\_\_ eliminates the need to place a function definition before all calls to the function.

|  |  |
| --- | --- |
| a. | header |
| b. | prototype |
| c. | argument |
| d. | parameter |
| e. | None of these |

* What is the output of the following program?

#include <iostream>

using namespace std;

void showDub(int);

int main()

{

int x = 2;

showDub(x);

cout << x << endl;

return 0;

}

void showDub(int num)

{

cout << (num \* 2) << endl;

}

|  |  |  |  |
| --- | --- | --- | --- |
| a. | 2  2 | c. | 2  4 |
| b. | 4  2 | d. | 4  4 |

* Which line in the following program contains a call to the showDub function?

1 #include <iostream>

2 using namespace std;

3

4 void showDub(int);

5

6 int main()

7 {

8 int x = 2;

9

10 showDub(x);

11 cout << x << endl;

12 return 0;

13 }

14

15 void showDub(int num)

16 {

17 cout << (num \* 2) << endl;

18 }

|  |  |  |  |
| --- | --- | --- | --- |
| a. | 4 | c. | 10 |
| b. | 6 | d. | 15 |

* Which line in the following program contains the header for the showDub function?

1 #include <iostream>

2 using namespace std;

3

4 void showDub(int);

5

6 int main()

7 {

8 int x = 2;

9

10 showDub(x);

11 cout << x << endl;

12 return 0;

13 }

14

15 void showDub(int num)

16 {

17 cout << (num \* 2) << endl;

18 }

|  |  |  |  |
| --- | --- | --- | --- |
| a. | 4 | c. | 10 |
| b. | 6 | d. | 15 |

* **Write the prototype for a function named *introduction* that does not pass any values to or from the function. (12)**

#include <iostream>

using namespace std;

void introduction(void); // function prototype decleration

int main()

{

void introduction(void); // introduction is void

return 0;

}

//nothing is shown in the code



* **Write the code to call the function in #12. (13)**

#include <iostream>

using namespace std;

void introduction(int); // function prototype

int main()

{

// CODE to Execute

int x;

introduction(x); *// the funtion 'introduction' is called here*

return 0;

}

* **Write the prototype for a function named *getValue* that will ask the user to input a value and return that value to the calling function. (14)**

#include <iostream>

using namespace std;

void getValue(int); // function prototype

int main()

{

int val;

cout << "Enter a value: ";

cin >> val;

cout << val << endl;

}

* **Write the code to call the function in #14. (15)**

#include <iostream>

using namespace std;

int getValue(int); // function prototype

int main()

{

int val;

cout << "Enter a value: ";

cin >> val;

cout << val;

return 0;

}

* **Write the function definition for the function in #12. (16)**

#include <iostream>

using namespace std;

void introduction(void); // function prototype declaration

int main()

{

void introduction(void); // function definition states that the result will show a void display

return 0;

}

* **Write the function definition for the function in #14. (17)**

#include <iostream>

using namespace std;

void getValue(int); // function prototype

int main() //variable declaration

{

int val;

cout << "Enter a value: ";

cin >> val;

cout << val << endl;

return 0;

}