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Pre Lab 6.2

1. Variables of a function that retain their values over multiple calls to the function are called global variables.
2. In C++ all functions have local scope.
3. Default arguments are usually defined in the prototype of the function.
4. A function returning a value should never pass by reference parameters.
5. Every function that begins with a data type in the heading, rather than the word void, must have a return statement somewhere, usually at the end in its body of instructions.
6. A driver is a program that tests a function by simply calling it.
7. In C++ a block boundary is defined with a pair of braces.
8. A stub is a dummy function that just indicates a function was called properly.
9. Default values are generally not given for pass by actual parameters.
10. Overloading functions are function that have the same name but a different parameter list.