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COSC 120-751

11/11/2020

<p align="center">Exam 2 Cheat Sheet</p>

- Pass by value is when a copy of data is made and stored in the location of the parameter
- Pass by reference is when the data in the original location is used
- Never assign one array into another, instead use nested for loops to assign each element
- Overloading functions have the same name but different parameters
- Function prototype stays in the header
- If function is used to modify arguments in main function, use pass by reference
- Passing by reference can return more than one value
- Lifespan is the length of time a variable stays alive in the program
- Scope is the duration a variable is active
- Static local variables remain active throughout the duration of the program but can only be used in their local scope
- Passing 2 dimensional array to function will always use pass by reference
- A driver tests a program by simply calling it
- A stub is a dummy function that just indicates a function was called properly
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