**Perfect name**

在编程过程中，变量和函数的命名对程序理解很重要。为此，我们设计了一系列实验，以辅助我们进行有关变量和函数的命名对程序理解的研究。下面请您在给定的若干编程场景中，完成相关问题。

1. 您的性别： [单选题] \*

|  |  |
| --- | --- |
| ○A 男 | ○B 女 |

2. 您的年级是（      ） [单选题] \*

|  |
| --- |
| ○大一 |
| ○大二 |
| ○大三 |
| ○大四 |
| ○研究生或更高学历 |

3. 您所在的专业 [填空题] \*

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4. 您所擅长的编程语言 [单选题] \*

|  |
| --- |
| ○c |
| ○java |
| ○python |
| ○c++ |
| ○其他 |

5. 您的编程学龄 [单选题] \*

|  |
| --- |
| ○1年以内 |
| ○2年 |
| ○3年 |
| ○4年 |
| ○5年或5年以上 |

6.

扫雷

扫雷是一款简单的游戏，游戏规则如下:最初呈现给玩家的是一些方格，这些方格看起来没有什么差别。地雷随机隐藏在一些方格中，玩家需要在最短的时间内找到所有没有地雷的方格。玩家通过点击方格中的方块来进行操作。如果点击到一个包含地雷的方格，玩家输掉游戏。如果不显示地雷，则在方框中显示数字，表示相邻的地雷数。如果没有相邻的地雷，则显示空方格直到(包括)有编号的正方形的边界。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. 游戏的难度取决于网格大小和其中的地雷数量。为接收上述参数并生成游戏的难度级别的函数命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.为控制时间的变量命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. 创建一个数据结构，它给板上的每个方格分配一个数字，数据结构包含以下内容:（1）如果方格中有地雷（2）相邻方格内的地雷数量 如何为这个数据结构命名? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. 你认为下面这个函数的功能是什么:expose(row, col)? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

7.

工资

在一家大型口香糖公司，每个雇员都有固定的时薪。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.给定以下接口:pay (hours, rate) 你认为这个接口是做什么的? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.你是如何理解hours参数? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.你是如何理解rate参数? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.实现接口。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

8.

工资

为了鼓励员工加班，工厂经理颁布如下规定:（1）全职职位要求每周工作45小时。（2）每周工作45小时后，员工每小时工资增加10元。我们添加了一些变量:一个值为45的常量和加班费中的小时工资变量[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. 为包含值45的常量命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. 将变量加班费期间的小时工资命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

9.

迷宫

老鼠哥伦布住在一个迷宫里，每天奶酪都被放在不同的位置，他想找出奶酪藏在哪里。哥伦布是个书呆子，所以他会有条不紊地穿过所有的房间，但他不会再进入一个他已经访问过了的房间。假设你会被要求为哥伦布算法编写一个程序，[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. 你会如何命名今天奶酪位置的变量? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. 如何命名变量(或数据结构)，此变量（或数据结构）用于追踪他已经访问过的房间。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.描述迷宫的数据结构如何命名? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

10. 假设你需要写一个玩井字游戏的程序。井字游戏规则如下：两个玩家，一个打圈(O)，一个打叉(X)，轮流在3乘3的格上打自己的符号，最先以横、直、斜连成一线则为胜。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.你会如何命名描述游戏当前状态的变量(或数据结构)? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. 你认为函数makturn (int row, int col)的作用是什么呀? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.参数“row”的目的是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.参数“col”的目的是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5.玩游戏需要将棋盘显示给用户。为此函数命名(函数名+参数)。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

11.

文件管理

计算机程序可以管理文件。文件可以被添加或删除，对于每个文件，其大小和  
名字被存储在其中。假设您需要编写一个实现文件管理器的程序。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.该程序包含一个描述系统内文件的分类。您会如何命名描述文件大小的分类? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.该程序包含一个函数名为 arrangeFilesByName(files)。在你看来，它是做什么的? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.参数的作用是什么?它的类型是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.你认为它会返回什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5.该实现包括一个函数，用于接收文件，根据我们的需要增加空间并检查磁盘的可用空间是否足够。为此函数命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

12.

冰淇淋三明治

夏天来了，小明计划在他的休息时间赚一些钱。小明爱吃冰淇淋，并且还有一个制作冰淇淋三明治的食谱。要做一个三明治，需要以下三种材料：2块巧克力饼干，半杯香草冰淇淋和20x10厘米的包装纸[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. 命名一个函数，帮助小明计算，给定他原料的数量，他能生产多少三明治。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. 你认为函数 profit (units, cost, price)的作用是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.“ units”参数的目的是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.“ cost ”参数的目的是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5.“ price”参数的目的是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

13.

电梯

大楼的电梯坏了，部分控制系统的代码被删除了，但是电梯会显示当前所在的位置。现在，学生们被要求重新“实现”它们。您可以使用以下功能：（1）开门 （2）关门 （3）上升任意的楼层 （4） 下降任意的楼层   
以下是实现的一段代码:  
if (var1>var2)   
direction = ”Up”   
var3 = var1 - var2   
goUp(var3)   
if (var1<var2)   
direction = ”Down”   
var3 = var2 - var1   
goDown(var3)   
The original variable names have been replaced by var1, var2, var3.[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.请说明这段代码的作用? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.将var1替换为您将要使用的名称。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.将var2替换为您将要使用的名称。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.将var3替换为您将要使用的名称。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5. 描述电梯门状态(开/关)的变量叫什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 6. 斯塔夫想检查程序是否被正确更正了。她进了电梯然后把所有的按钮按在一起。预计电梯会在每一层上升并打开。请编写一个伪代码循环，从第0层开始按升序通过所有楼层并打开每层楼的门。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

14.

福利卡

“福利卡”是一家信用卡公司为客户提供的福利优惠。福利政策如下:客户在当前月份每消费**2000**元可以积一分，每月最多积**4**分，且积分不能延续到下个月。当月未使用的积分将在下月初到期。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.命名值为4的常量。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.命名值为2000的常量。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.为变量命名，此变量为当前月份所积累的分数。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. 当客户想要使用一个积分时，系统执行一个功能，它的工作原理如下:（1）客户当月已累计的积分 （2）客户在当月已使用过的积分 该函数计算差额，如果余额为正数则返回正确。为这个函数命名。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

15.

石头-剪刀-布

“石头剪刀布”游戏的实现包含一个函数whoWins (playerA playerB)。  
[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1.你认为返回值的类型是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2.返回值的可能值是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3.参数的作用是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4.它们的类型和可能的值是什么? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

16. 在库中添加以下函数:Add(a, b).[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 你认为函数add([1,2,3],[4,5,6])的返回值是? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

17. 在图像处理库中有一个函数，其名为 resize(factor)。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. 你认为这个函数是做什么的? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. 图像中有一个指定图像宽度的功能。在上述函数中编写新的代码完成上述功能。 | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

18. Minesweeper（扫雷） is a known simple game defined as follows:  
• The player is initially presented with a grid of undifferentiated squares.  
• Some randomly selected squares, unknown to the player, contain “mines”.  
• The game is played by revealing squares of the grid by clicking them. One of the following will happen:  
– If a square containing a mine is revealed, the player loses the game.  
– If no mine is revealed, a digit is displayed in the square, indicating how many adjacent  
squares contain mines.  
– If there are no adjacent（相邻的） mines, a set of squares is revealed - all the empty squares until  
(and including) the boundary with numbered squares.  
• The game purpose is to reveal all mine-free squares in the shortest time.[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. The game’s level of difficulty depends on the grid size and the number of mines in it. Write a function signature for a function which receives the above parameters and returns the level of difficulty of the game. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. How would you call the variable which holds the game time? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. We will have a data structure which assigns a number to each square in the board as follows: • -1 if the tile contains a mine • The number of mines in the adjacent squares otherwise How will you name this data structure? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. What do you think is the function of the following interface: expose(row, col)? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

19. In a large chewing gum company, workers earn hourly (NIS). Every employee has a fixed hourly wage value.  
[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. Given the following interface:pay (hours, rate) What do you think the interface does? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. What is the purpose of hours parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. What is the purpose of rate parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. Implement the interface. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

20. Purim is right around the corner and the Mishlochei Manot cause an increased demand for   
chewing gum. To overcome this the factory manager encourages employees to work overtime   
as follows:  
• A full-time position requires 45 weekly work hours.  
• After 45 weekly work hours, the hourly wage for the employee increases by 10 ILS.  
To implement this some variables were added:  
• A constant containing the value 45  
• A variable for the hourly wage during overtime pay[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. Name the constant containing the value 45. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. Name the variable for the hourly wage during overtime pay. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

21. Columbus the mouse lives in a maze, in which every day cheese is placed at a different   
location and he would like to find out where is the cheese hidden. Columbus is a   
pedantic mouse, and so he traverses all the rooms in an orderly fashion.  
Specifically he does not re-enter a room which he already visited.  
Assuming you will be asked to write a program for Columbus’ algorithm,[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. How would you call the variable holding the location of the cheese today? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. How would you call the variable (or data structure) keeping track of where has he already visited? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. How would you call the data structure describing the maze? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

22. Assuming you would need to write a program for playing Tic-Tac-Toe,  
井字游戏规则如下：两个玩家，一个打圈(O)，一个打叉(X)，轮流在3乘3的格上打自己的符号，最先以横、直、斜连成一线则为胜。[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. How would you name the variable (or data structure) describing the current state of the game board? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. The implementation includes a function makeTurn(int row, int col). What do you think it does? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. What is the purpose of the ”row” parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. What is the purpose of the ”col” parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5. Playing requires displaying the board to the user. Propose a function signature for this purpose (function name + parameters). | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

23. A computer program manages files. Files can be added or deleted, and for each file, its size and  
name are stored. Assuming you would need to write a program implementing the file manager,[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. The implementation contains a class which describes a file within the system. How would you name the field describing the file’s size? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. The implementation contains a function arrangeFilesByName(files). In your opinion, what does it do? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. What is the role of the parameter? what is its type? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. What do you think it returns? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5. The implementation（实现） includes a function that receives a file, by how much we want to increase it, and the available space on the disk, and checks whether there is enough space. Suggest a signature for this function. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

24. Summer is coming and Ori is planning to make some money during his break. Ori loves ice cream  
and has a great ice cream sandwich recipe. To make one sandwich the following 3 ingredients are  
needed:  
• 2 chocolate biscuits  
• Half a cup vanilla ice cream  
• 20x10 cm wrapping paper[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. Write an API function signature to help Ori calculate, given the quantities of ingredients he has, how many sandwiches he can produce. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. What do you think profit (units, cost, price) function does? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. What is the purpose of the ”units” parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. What is the purpose of the ”cost” parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5. What is the purpose of the ”price” parameter? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

25. The elevator in the CS building has broken. Parts of the control system’s code were deleted and  
now students were asked to re-implement them. You have the following functions available for  
use:  
• Open door.  
• Close door.  
• Go down a number of floors.  
• Go up a number of floors.  
as well as a field indicating the current position of the elevator.  
Following is a piece of code implemented by Stav:  
if (var1>var2)  
direction = ”Up”  
var3 = var1 - var2  
goUp(var3)  
if (var1<var2)  
direction = ”Down”  
var3 = var2 - var1  
goDown(var3)  
The original variable names have been replaced by var1, var2, var3.[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. What does this code do? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. Replace var1 with a name you would have used. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. Replace var2 with a name you would have used. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. Replace var3 with a name you would have used. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 5. How would you call the variable describing the state of the elevator’s door (open/closed)? | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 6. Stav wants to check whether the code was properly corrected. She goes into the elevator on the 0 ground floor and presses all the buttons together. It is expected that the elevator will rise and open at each floor. Write a pseudo code loop that passes all the floors in ascending order from floor 0 and opens the door on each floor. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

26. “Benefits card” is a credit card company which allows its customers to accumulate benefits which  
can be exchanged for various offers. Benefits are accumulated as follows:  
• Benefits are accumulated once per month.  
• A customer is entitled to 1 benefit for each 2,000 ILS which are billed to the credit card  
during the previous month.  
• Up to 4 benefits can be accumulated per month.  
• Benefit entitlement does not cross over to the next month. Benefits not used during the month  
given will expire.  
[矩阵文本题] \*

|  |  |
| --- | --- |
|  |  |
| 1. Name the constant holding the value 4 according to its purpose. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 2. Name the constant holding the value 2000 according to its purpose. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 3. Name the variable holding the number of benefits the client is entitled to during the current month. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| 4. When a customer wants to use a benefit, the system executes a function which works as follows:Input: • Number of benefits the customer is entitled to during the current month • Number of benefits the customer has used during the current month The function calculates the difference, and returns TRUE if the balance is positive. Write a function signature for this function. | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |