1. Variables of a function that retain their value over multiple calls to the function are called static variables.
2. In C++ all functions have global scope.
3. Default arguments are usually defined within the prototype of the function.
4. A function returning a value should never use 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 simply by testing it.
7. In C++ a block boundary is defined with a pair {}
8. A stub is a dummy function that just indicates that a function was called properly.
9. Default values are generally not given for pass by reference parameters
10. Overloaded functions are functions that have the same name but a different parameters list.