1. A \_\_\_\_\_\_\_\_\_ provides a way of accessing a variable without referring to the variable directly.   
   A. Array B. Pointer C. Structure D. None of the above
2. Pointers cannot point to arrays. (T/F)
3. The \_\_\_\_\_\_\_\_\_\_ of the pointer defines what type of variables the pointer can point to.   
   A. Type B. Size C. Content D. None of the above
4. The two special operators used with pointers are \_\_\_\_ and \_\_\_\_\_.   
   A. ^ and % B. ; and ? C. \* and & D. None of the above
5. \_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_ are the only operations, which can be performed on pointers.   
   A. Addition, Subtraction B. Multiplication, Division

C. Division, Addition D. None of the above

1. Two pointers can be compared only if both these variables are pointing to variables of different types. (T/F)
2. The allocation of memory in this manner, that is, as and when required in a program is known as \_\_\_\_\_\_\_\_\_\_ .   
   A. Dynamic Memory Allocation B. Static Memory Allocation   
   C. Content Memory Allocation D. None of the above

Session 15 – Function – page 270

1. Function
2. Formal argument
3. Void function
4. Calling function, called function
5. Prototype
6. Local variable
7. Global variables
8. Scope rules
9. By value
10. Pass by reference / Call by reference