

T/F Practice for Quiz 3.

1. A 2D array in C++ can be declared as `int arr[3][4];`.
2. Functions in C++ must always return a value.
3. Passing an argument by reference allows the function to modify the original variable.
4. The default parameter passing mechanism in C++ is by reference.
5. A 2D array is essentially an array of arrays.
6. A function cannot call another function within its body.
7. Arrays in C++ are zero-indexed.
8. A void function cannot use a return statement.
9. You can have multiple return statements in a function.
10. The `main()` function in C++ always requires parameters.
11. You can change the size of an array after its declaration in C++.
12. The values of a 2D array can be accessed using two indices.
13. It is mandatory to initialize all elements of a 2D array during declaration.
14. C++ functions can have default parameters.
15. Global variables can be accessed from any function without passing them as parameters.
16. A function prototype declares the function signature.
17. Passing large data structures by value is more efficient than by reference.
18. The `return` statement immediately terminates a function.
19. You cannot return an array from a function directly in C++.
20. The `const` keyword can prevent a reference parameter from being modified.
21. Functions can return multiple values in C++ natively.
22. 2D arrays are stored in row-major order in C++.
23. Pointers and references are the same in C++.
24. Functions can be declared inside other functions in C++.
25. You can pass an entire array as an argument to a function.

1T, 2F, 3T, 4F, 5T, 6F, 7T, 8F, 9T, 10F, 11F, 12T, 13F, 14T, 15T, 16T, 17F, 18T, 19T, 20T, 21F, 22T, 23F, 24F, 25T