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**Write a function called foo() that displays the word foo.**

void foo()

{cout << “foo”;}

**Choose the correct answer :**

1. A function’s single most important role is to

a. give a name to a block of code.

b. reduce program size.

c. accept arguments and provide a return value.

d. help organize a program into conceptual units.

1. A function argument is

a. a variable in the function that receives a value from the calling program.

b. a way that functions resist accepting the calling program’s values.

c. a value sent to the function by the calling program.

d. a value returned by the function to the calling program.

1. Which of the following allowed to be passed to a function?

a. A constant

b. A variable

c. A structure

d. A header file

1. Inheritance is a way to

a. make general classes into more specific classes.

b. pass arguments to objects of classes.

c. add features to existing classes without rewriting them.

d. improve data hiding and encapsulation.

1. When an argument is passed by reference

a. a variable is created in the function to hold the argument’s value.

b. the function cannot access the argument’s value.

c. a temporary variable is created in the calling program to hold the argument’s value.

d. the function accesses the argument’s original value in the calling program.

1. A member function can always access the data

a. in the object of which it is a member.

b. in the class of which it is a member.

c. in any object of the class of which it is a member.

d. in the public part of its class.

**Fill in blanks:**

A program statement that invokes a function is a function \_\_call\_\_\_\_\_\_\_.

A “child” class is said to be \_\_\_derived\_\_\_\_\_\_ from a base class.

**True OR False**

* When arguments are passed by value, the function works with the original arguments in the calling program. False
* When a function returns a value, the entire function call can appear on the right side of the equal sign and be assigned to another variable. Like this c=f(); true
* If a base class contains a member function basefunc(), and a derived class does not contain a function with this name, can an object of the derived class access basefunc()?

yes (assuming basefunc is not private)

* How many values can be returned from a function?

One

* What functions can access a local variable?

the function in which it is defined

* What is a principal reason for passing arguments by reference?

to modify the original argument (or to avoid copying a large argument)

* If three objects of a class are defined, how many copies of that class’s data items are

stored in memory? How many copies of its member functions?

Three copes of data items and one copies of its member functions

* Here’s a function:

int times2(int a)

{

return (a\*2);

}

Write a main() program that includes everything necessary to call this function.

int times2(int); // prototype

main()

{ int alpha = times2(37); // function call }

* Write a class definition that creates a class called leverage with one private data member,

crowbar, of type int and one public function whose declaration is void pry().

class leverage

{

private:

int crowbar;

public:

void pry();

};

Write a statement that defines an object called lever1 of the leverage class described in previuos Question

leverage lever1;

Write a statement that executes the pry() function in the lever1 object

lever1.pry();

Write a member function called getcrow() for the leverage class. This function should return the value of the crowbar data. Assume the function is defined within the class definition.

int getcrow()

{ return crowbar; }

Write a constructor that initializes to 0 the crowbar data, a member of the leverage class

leverage()

{ crowbar = 0; }

* Write the first line of the specifier for a class Bosworth that is publicly derived from a

class Alphonso.

class Bosworth : public Alphonso

Assume that the classes Bosworth and the class Alphonso contain a member

function called alfunc(). Write a statement that allows object BosworthObj of class

Bosworth to access alfunc().

BosworthObj.alfunc();