

21. True or False

- a) Void functions return a value
- b) Function prototypes do not require parameter names.
- c) Pass by reference will send the address of the variable, not the value of the variable.

23. What is printed?

```
int Func(double& a, double& b, double c) {
    a = 2 * b;
    b = 15 + c;
    c = 3 * a;
    return (a + b + c);
}

int main () {
    double a = 1;
    double b = 2;
    double c = 3;
    Func(a, b, c);
    cout << "a = " << a << " b = " << b;
    cout << " c = " << c << endl;
    return 0;
}
```

22. What is printed?

```
void Func(int& x, int y) {
    x = 52;
    y = 7;
    return;
}

int main () {
    int x = 0;
    int y = 0;
    Func(x, y);
    cout << "x = " << x << endl;
    cout << "y = " << y << endl;
    return 0;
}
```

24. Which are legal stmts?

```
void myFuncA(int x, int y, int z);
int myFuncB(int x, double y);

a) cout << myFuncA(5, 4, 6) << endl;

b) cout << myFuncB(5, 4.0) << endl;

c) myFuncA(5, 4);

d) myFuncA(5, 4.7, 3);

e) int x = myFuncB(5, 6);
```

25. Write Func Prototypes

Write a function prototype with the name “myFunction”, no arguments, and does not return a value.

Write a function prototype with the name “myFunction”, no arguments, and returns a double.

26. Write Func Prototypes

Write a function prototype with the name “myFunction”, that returns an integer and whose parameters are (in this order): an integer named foo, a double named bar, and a character named foobar.

27. Write Function

Write a function that calculates and returns the area of a square for whole numbers.

28. Find the errors

```
#include <iostream>
using namespace std;

int main () {
    short 7;
    addOne(x);
    cout >> "7 plus one is " << << x << endl;
}

void addOne(int x) {
    x++;
}
```

29. Find the errors

```
#include <iostream>
using namespace std;

int main () {
    fout fstream;
    double x(2.0), y(2.5);
    if (x > y)
        fout >> "x is greater than y" << endl;
    else
        fout >> "x is less than/equal to y" << endl;
    return 0;
}
```

30. File I/O

Write snippet of code that (a) declares and opens the file "FileIn.txt" for an input stream named "myInput" and (b) checks to be sure the open occurred and, if not, exit the program.

Suppose FileIn.txt contains 3 integers. Write code to read in these three integers from the input stream named "myInput".