# Model Question Paper 

Functions-Part I

Computer Science
Reg.No

I.Answer all the questions.
II.Use blue pen only.
III.Question number 18 is compulsory.

Time : 01:00:00 Hrs

1) How many types of scopes are in C++?
(a) 3
(b) 4
(c) 2 (d) 5
2) Which are the building blocks of $\mathrm{C}++$ programs?
(a) Instructions
(b) Variables
(c) Keywords
(d) Functions
3) Which are the executable segments in a program?
(a) Data types
(b) Statements
(c) Functions
(d) Keywords
4) The functions that return no value are declared as
(a) public
(b) private
(c) protected
(d) void
5) Which of the following is the starting point for the execution of a program?
(a) void
(b) main ()
(c) cout/cim
(d) \# include <iostream.h>
6) In call by value method, the flow of data is always from the $\qquad$ statement to the function definition.
(a) Return
(b) Goto
(c) Call
(d) Function
7) Functions are also the $\qquad$ segments in a program.
(a) Non readable
(b) Executable
(c) Readable
(d) Non executable
8) The advantages of functions are
(a) Called anywhere
(b) Called any time
(c) Can be repeated
(d) All the above
9) Which reduces the size of the program?
(a) Variables
(b) Keywords
(c) Instructions
(d) Functions
10) Which induce the reusability of the code?
(a) Variables (b) Functions (c) Keywords (d) Instructions

## Part-B

$5 \times 2=10$
11) Write the rules for using actual parameters.
12) What are the advantageous of Functions?
13) What is the main purpose of using function prototype?
14) What is an inline function? or Write a note on inline function?
15) What are functions?

## Part-C



