Computer Science - 10th Class Computer Science English Medium Chapter 5 Preparation

Q1. Define Reusability.

Ans 1: Functions provide reusability of code. It means that whenever we need to use the function provided by the function. We just call the function,. We do not need to write the same set of statements again and again.

Q2. What is the difference between function prototype or signature and function definition.

Ans 1: Function signature is a statement that provides basic information to compiler about provides basic information to compiler about the structure of the function while the function definition contains the actual implementation of the function. Functiion signature statement end with semicolon while definition does not end with semicolon.

Q3. What is function header.

Ans 1: The firt line of the function definition is called function header . function header is just like a function Signature, the only difference is that semicolon is not used at the end of function header.
syntax: Return type function _ name (data _type var1,data _ type var 2..... data _ type var N)

Q4. Describe function body.

Ans 1: Body of the function is the set of statements which are executed in the function to perform the specified task.
Example: int sum (in x , int y)
{
in a, b, c;
c = a+ b ;
return c ;
}

Q5. Define Input and Output function.

Ans 1: A function is a block of statements that gets some inputs and provides some output inputs of a functions are called parametwrs of the function, and output of the function is called its return value.

Q6. List some advantages of function.

Ans 1: * Reusability
* Separatons of tasks
* Handing the complexity of the Problem.
* Readability.

Q7. Define Built -in Functions.

Ans 1: The functios whihc are available in C standard Library are called built -in functiions. These functions are also called library functions. A large number of built - in functions are povided by C language. These functions perform commonly used mathematical calculations, string operation, input/output operations etc. For example, print f and scanf are built in functions.

Q8. How function helps in handle the complexity of the Problem.

Ans 1: If we write the whole program as a single procedure, management of the program becomes difficult, Functions divide the program into samaller units and thus reduce the complexity of the problem.

Q9. Is it possible give same name to variable for arguments and parameters.

Ans 1: It is not necessary to pass the variable with same names to the function as the names of the parameters. However, we can also use same names. Here another important pointis that even if we use same names, still the variable used in the function are a coy of the origninal variable.

Q10. What are built - in functions.function.

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