

Worksheet

1

Name:

Roll No: Class: Section:

Date:

USER-DEFINED METHODS

Chapter-11

1. Tick (✓) the correct option.

(a) Parameters in the function prototype

(i) Formal arguments

☐

(ii) Actual arguments

☐

(iii) Function signature

☐

(iv) Function prototype

☐

(b) Which type of function call does the data remain unaltered in the actual arguments?

(i) call by reference

☐

(ii) reference data type

☐

(iii) primitive data type

☐

(iv) call by value

☐

(c) It is a class method called by the class itself and not by the instance of the class

(i) static method

☐

(ii) pure method

☐

(iii) impure method

☐

(iv) non static method

☐

2. Give one word.

(a) What is the keyword that causes the control to transfer back to a function call?

(b) What is the return of a function which does not return any value referred to?

(c) How are the parameters in the signature of a function separated by?

(d) What class members are not accessible by the static method of the class?

3. Identify the class variable, instance variable, and local variable.

```
class student
{
    int a=6,b=7;
    static int m=9;
    void sum()
    {
        int x=2,y=3;
        int add=x+y;
        System.out.println(add);
    }
    static void sum1()
    {
        System.out.println(m++);
    }
}
```

4. Difference between the following.

(a) Call by value and call by reference

(b) pure method and impure method

(c) static and non-static method