**CHAPTER 4**

**Procedural abstraction and functions that return a value**

**SELF-TEST QUESTIONS 4**

1. What is the basic idea of a top-down design?
2. What is a predefined function? Could give one example of a pre-defined function?
3. What is type casting or type coercion?
4. What is a programmer-defined function ?
5. What is the syntax for a programmer-defined function? Explain each part of the syntax.
6. What are the two things needed in order to create a function? And what is the difference between the two?
7. What is a black box analogy and how it is related to "information hiding" regarding functions?
8. What do you need to do in order for your function to be easily understood by other programmer?
9. Different local and global variables or the scoping for such variables?
10. What is function overloading?