

Review

Things I notice when marking your quizzes:

1. The type of the function must match the returned value. "Void" means no value is returned.

```
bunfight(10);  
:  
void bunfight (int x)  
{  
  
    cout << "Bun fight!" << x << endl;  
}
```

```
int totalBuns (int yourBuns, int myBuns)  
{  
    cout << "total buns: " << yourBuns + myBuns <<  
        endl;  
}
```

2. Know the difference between declaring a variable and referencing it.

Know not to declare a variable that is already being referenced within the scope:

```
void fun ( int x, int y )  
{  
    int x = 5;  
    int y = 7;  
}
```

3. Requirements are not always well understood.

Eg "Write a program to swap two players on two teams." (Quiz 2).

Eg "Write a code fragment that declares `maxScorePtr`, a pointer to a `PlayerStruct`." [Quiz 3]

3. Know what a statement is ... and is not.

```
if (xptr != Null)
{
    xptr → next;
    head → next;
}
```

4. Check your edge conditions on loops, recursion.

```
bool updatePrice(string nm, int newPrice)
{
    ListNode *temp = head;
    while (temp != NULL && temp->item != nm)
    {
        temp = temp->next;
        if (temp == NULL)
        {
            return false;
        }
        if (temp->item == nm)
        {
            temp->price = newPrice;
            return true;
        }
        return false;
    }
}
```