Summary of Lecture 9

- Developing triangle using the descartes graphics routines.

```
#include <stdlib.h>

int main(void)
{
    int i, sum = 0, n;
    printf("The integer n, please: ");
    scanf("%d", &n);
    for (i = 1; i <= n; ++i) {
        sum += i; /* sum = sum + i */
    }
    printf("sum = %d\n", sum);
    return EXIT_SUCCESS;
}
```

“Triangle numbers”
#include <stdlib.h>
#include <stdio.h>

int SumTo(int n)
/* computes 1 + 2+ ... + n */
{
    int i, sum = 0;
    for (i = 1; i <= n; ++i) {
        sum += i;
    }
    return sum;
}

int main(void)
{
    int n;
    printf("The integer n, please: ");
    scanf("%d",&n);
    printf("sum = %d\n", SumTo(n));
    return EXIT_SUCCESS;
}

## Equivalent formulation

### Use of the function

A function must be defined before use.
After the declaration, `SumTo(expr)` is an expression of type `int` whenever `expr` is an expression of type `int`.

```c
printf("sum = %d\n", SumTo(n));
```

In the example, `printf()` expects an integer expression, so we're fine.

## Function definition

The initial line

```c
int SumTo(int n)
```

is the header. It tells the compiler that `sum` is a function taking one argument of type `int` and returning a value of type `int`.

The part in braces

```c
{
    int i, sum = 0;
    for (i = 1; i <= n; ++i) {
        sum += i;
    }
    return sum;
}
```

is the body. It specifies how the function is to be computed. It is like a little program in itself: it opens with some declarations, followed by some statements.

## A closer look at the header of a function

- `int` gives the type of the result. The keyword `void` indicates that the function does not produce a result.
- `SumTo` is the name of the function: how we will refer to it in the remainder of the program.
- The part in parentheses, in this case `(int n)`, specifies the formal parameters and their types. In this case there is one parameter of type `int`. The keyword `void` indicates that the function has no parameters.

All of this is required by the compiler so it can check that the function is always used correctly.
A closer look at the body of a function

- { } braces enclose the body of the function definition;
- int i, sum = 0; variables local to the function are declared here. We may choose to initialise some of them;
- for ... the code to be executed when the function is called;
- return sum; the return statement terminates the function call and specifies the value returned.

Local Variables

Variables defined within a function are its local variables.

- they are only valid within the function
- they are destroyed when the function finishes
- what happens when the function is called a second time?

Maximum, minimum

float max(float x, float y)
{
    if (x < y)
        return y;
    else
        return x;
}
Squaring a number

```c
int Sqr(int n)
{
    return n*n;
}
```

Length of a line segment

```c
float Length(lineSeg_t l)
{
    return sqrt(
        Sqr(XCoord(InitialPoint(l)) - XCoord(FinalPoint(l)))
        + Sqr(YCoord(InitialPoint(l)) - YCoord(FinalPoint(l)))
    );
}
```

What is the point?

```c
int main(void)
{
    const N = 10;
    int i;

    printf(" n tri(n)\n");
    for (i = 1; i <= N; ++i) {
        printf(" %3d %6d\n", i, SumTo(i));
    }
    return EXIT_SUCCESS;
}
```

```c
if (ToRight(p, v1, v2) && ToRight(p, v2, v3) && ToRight(p, v3, v1)) {
    printf("Interior!\n");
} else if (!ToRight(p, v1, v3) && !ToRight(p, v3, v2) && !ToRight(p, v2, v1)) {
    printf("Boundary!\n");
} else {
    printf("Exterior!\n");
}
```

Saves writing similar code six times!
Scope

Scope refers to the conventions where a variable is valid

- global variables are defined before the main function and are valid everywhere
- local variables are defined within a function and are only valid there
- main is also a function: its variables are only valid there
- the scope of local variables overshadows the scope of global variables with the same name

int a = 0;
void f(int n)
{ int i; i = i + 1; n = n + 1; a = a + 1;}
int main(void)
{
int i = 0, n = 0;
printf("Checkpoint A: i = %d, n = %d and a = %d\n", i, n, a);
f(n);
printf("Checkpoint B: i = %d, n = %d and a = %d\n", i, n, a);
return EXIT_SUCCESS;
}