Computer Programming: Skills & Concepts (INF-1-CP1)

Functions

12th October, 2010
Summary of Lecture 9

- Developing triangle using the descartes graphics routines.
Functions

- Certain computations may have to be done repeatedly with different input
- For instance: compute the minimum or maximum of two numbers
- Functions enable compact handling of this
#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;
}
Equivalent formulation

```c
#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;
}
```
Function definition

The initial line

    int SumTo(int n)

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

The part in braces

    {
      ...
    }

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*. 
Use of the function

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

\[
\text{printf("sum = %d\n", SumTo(n));}
\]

In the example, \( \text{printf}() \) expects an integer expression, so we’re fine.
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?
Things to note

▶ Local variables overshadow existing global ones.
▶ return statements may appear anywhere in the body. When executed the function body is left.
▶ parameters may be used as local variables, e.g., we could have written the loop as

```java
sum = 0;
while (n >= 1) {
    sum += n;
    --n;
}
```
Maximum, minimum

float max(float x, float y)
{
    if (x < y)
        return y;
    else
        return x;
}
int Sqr(int n)
{
    return n*n;
}
float Length(lineSeg_t l)
{
    return sqrt(
        Sqr(XCoord(InitialPoint(l)) - XCoord(FinalPoint(l)))
        + Sqr(YCoord(InitialPoint(l)) - YCoord(FinalPoint(l)))
    );
}
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;
}

NB. No clash between i here and i in SumTo.
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;
}
Scope. (Spot the difference!)

```c
int a = 0, i = 0, n = 0;

void f(int n)
{ int i; i = i + 1; n = n + 1; a = a + 1;}

int main(void)
{
    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;
}
```