

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

“Triangle numbers”

```
#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

```
#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 `sum` 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, `SumTo(expr)` is an expression of type `int` whenever *expr* is an expression of type `int`.

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

In the example, `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

```
sum = 0;
while (n >= 1) {
    sum += n;
    --n;
}
```

Maximum, minimum

```
float max(float x, float y)
{
    if (x < y)
        return y;
    else
        return x;
}
```

Squaring a number

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

Length of a line segment

```
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?

```
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

Scope

```
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!)

```
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;
```

```
}
```