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Islamabad
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CSC103- Programming Fundamentals

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Chapter 6:

User-Defined Functions

Objectives (cont'd.)

- In this chapter, you will:
 - Learn how to construct and use `void` functions
 - Discover the difference between value and reference parameters
 - Explore reference parameters and value-returning functions
 - Learn about the scope of an identifier
 - Examine the difference between local and global identifiers
 - Discover static variables

Objectives (cont'd.)

- Learn how to debug programs using drivers and stubs
- Learn function overloading
- Explore functions with default parameters

Void Functions

- User-defined void functions can be placed either before or after the function `main`
- If user-defined void functions are placed after the function `main`
 - The function prototype must be placed before the function `main`
- Void function does not have a return type
 - `return` statement without any value is typically used to exit the function early *prematurely*

Void Functions (cont'd.)

- Formal parameters are optional
- A call to a void function is a *stand-alone* statement
 - Cannot use function call with any other expression or in a cout statement
- Void function definition syntax:

```
void functionName(formal parameter list)
{
    statements
}
```

Void Functions (cont'd.)

- Formal parameter list syntax:

```
dataType& variable, dataType& variable, ...
```

- Function call syntax:

```
functionName(actual parameter list);
```

- Actual parameter list syntax:

```
expression or variable, expression or variable, ...
```

Void Functions (cont'd.)

```
void funexp(int a, double b, char c, int x)
{
    +
    +
    +
}
```

The function `funexp` has four parameters.

Void Functions (cont'd.)

- Value parameter: a formal parameter that receives a copy of the content of corresponding actual parameter
- Reference parameter: a formal parameter that receives the location (memory address) of the corresponding actual parameter

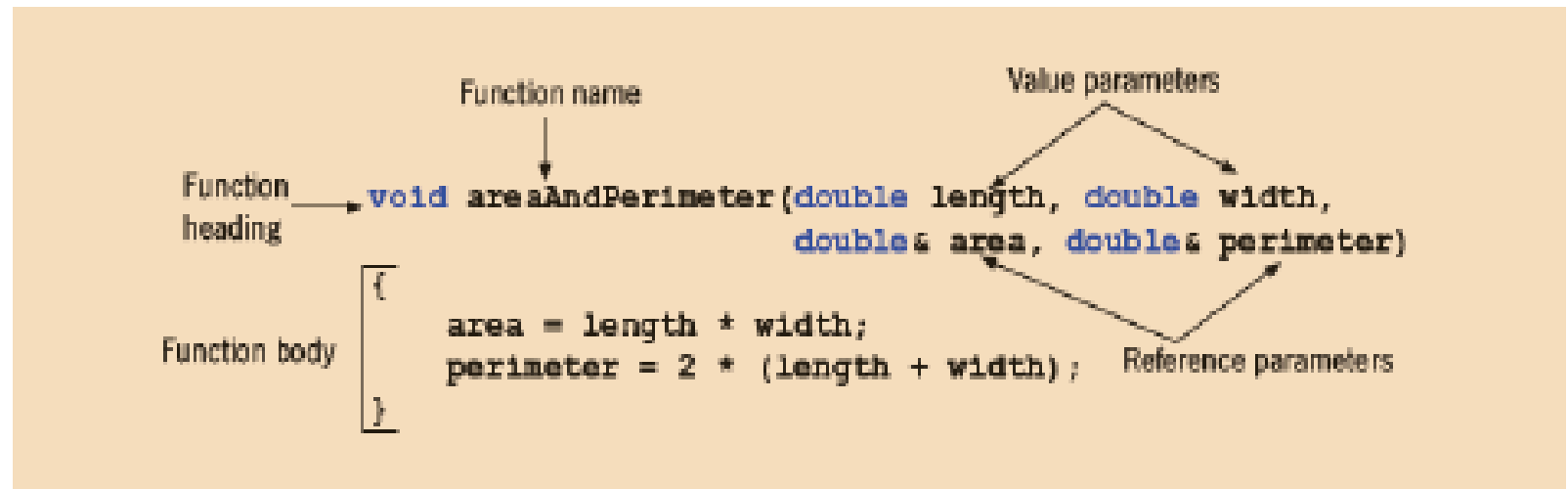
```

void areaAndPerimeter(double length, double width,
                     double& area, double& perimeter)
{
    area = length * width;
    perimeter = 2 * (length + width);
}

```

The function `areaAndPerimeter` has four parameters: `length` and `width` are value parameters of type `double`; and `area` and `perimeter` are reference parameters of type `double`.

Figure 6-4 describes various parts of the function `areaAndPerimeter`.



Value Parameters

- If a formal parameter is a value parameter:
 - The value of the corresponding actual parameter is copied into it
 - Formal parameter has its own copy of the data
- During program execution
 - Formal parameter manipulates the data stored in its own memory space

```

void funcValueParam(int num);                                //Line 3

int main()                                                    //Line 4
{                                                            //Line 5
    int number = 6;                                          //Line 6

    cout << "Line 7: Before calling the function "
         << "funcValueParam, number = " << number
         << endl;                                           //Line 7

    funcValueParam(number);                                  //Line 8

    cout << "Line 9: After calling the function "
         << "funcValueParam, number = " << number
         << endl;                                           //Line 9

    return 0;                                               //Line 10
}                                                            //Line 11

void funcValueParam(int num)                                  //Line 12
{                                                            //Line 13
    cout << "Line 14: In the function funcValueParam, "
         << "before changing, num = " << num
         << endl;                                           //Line 14

    num = 15;                                               //Line 15

    cout << "Line 16: In the function funcValueParam, "
         << "after changing, num = " << num
         << endl;                                           //Line 16
}                                                            //Line 17

```

Sample Run:

```

Line 7: Before calling the function funcValueParam, number = 6
Line 14: In the function funcValueParam, before changing, num = 6
Line 16: In the function funcValueParam, after changing, num = 15
Line 9: After calling the function funcValueParam, number = 6

```

Reference Variables as Parameters

- If a formal parameter is a reference parameter
 - It receives the memory address of the corresponding actual parameter
- During program execution to manipulate data
 - Changes to formal parameter will change the corresponding actual parameter

Reference Variables as Parameters (cont'd.)

- Reference parameters are useful in three situations:
 - Returning more than one value
 - Changing the actual parameter
 - When passing the address would save memory space and time

Value and Reference Parameters and Memory Allocation

- When a function is called
 - Memory for its formal parameters and its local variables is allocated in the function data area
- For a value parameter, the actual parameter's value is copied into the formal parameter's memory cell
 - Changes to the formal parameter do not affect the actual parameter's value

Value and Reference Parameters and Memory Allocation (cont'd.)

- For a reference parameter, the actual parameter's address passes to the formal parameter
 - Both formal and actual parameters refer to the same memory location
 - During execution, changes made to the formal parameter's value permanently change the actual parameter's value

Reference Parameters and Value-Returning Functions

- Can also use reference parameters in a value-returning function
 - Not recommended
- By definition, a value-returning function returns a single value via `return` statement
- If a function needs to return more than one value, change it to a void function and use reference parameters to return the values

Reference Parameters Example

Example 6-14, page # 391.