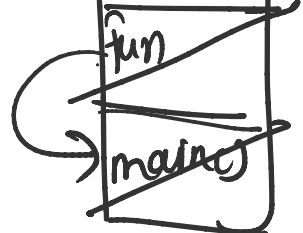
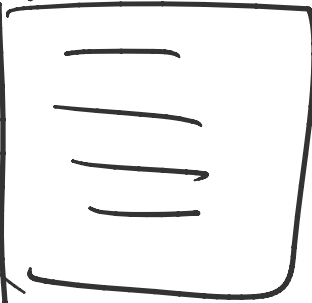


# functions:-

```
int main() {
```

```
    func();
    return 0;
}
```

fun



Declaration  
function call  
Function Definition

return type function-name (arg1, arg2, ....) {

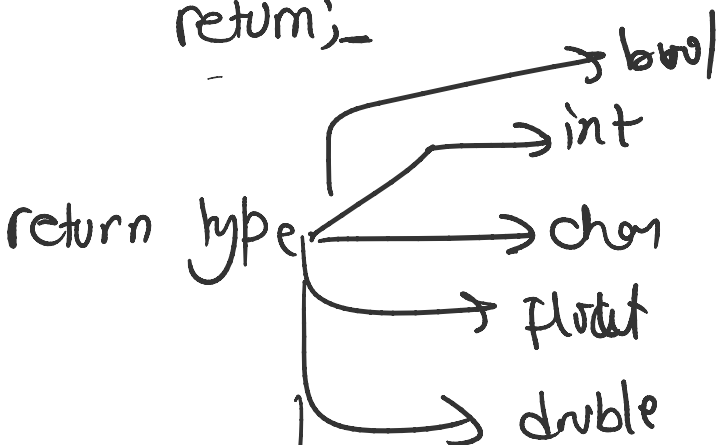
cout << \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

return; \_\_\_\_\_

}



double  
string

Argument passing :-

- pass by value
- pass by reference
- pass by address

	function call	pass argument
value	fun(a,b); → copy	fun(int a, int b) { }
reference	f(a,b); → refer	f(int &a, int &b) { }
address	f(&a, &b); → point	f(int* a, int* b)

```

main() {
    a, b      6      9
    fun(a,b);
    cout << a;
    cout << b; }
  
```

1      7      8  
a      b

Array:-

## Array:-

int a, b, c, d, e;

a = 2;

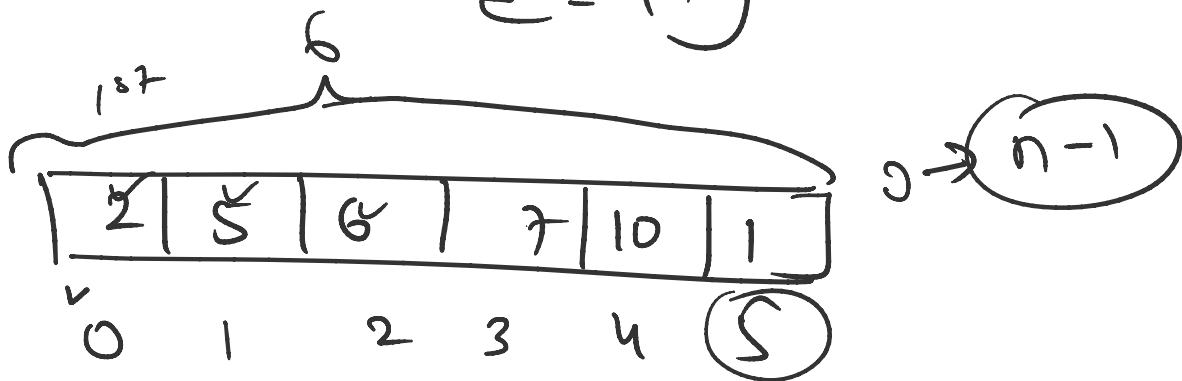
b = 5;

c = 3;

d = 0;

e = 4;

} ⇒ Containers  
↳ array



array declaration:-

int arr[6];  $\Rightarrow$  garbage value stored

int arr[] = {2, 3, 4, 5, 6};  $\Rightarrow$  arr[2]

int arr[5] = {1, 2, 3, 4, 5};