Lecture #4 | C/C++: function

SE271 Object-oriented Programming (2017)

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Today's Topic

- Functions (definition & declaration)
- Header files
- Scope
- Array
- C string

Functions

- What is function in C/C++?
  - A reusable sequence of statement(s) designed to a particular job
- Why define your own function?
  - Readability: `sqrt(5)` is clearer than copy-pasting in an algorithm to compute the square root
  - Maintainability: To change the algorithm, just change the function (vs changing it everywhere you ever used it)
  - Code reuse: Lets other people use algorithms you've implemented
- `main()` is called (or invoked) after initialization of non-local objects, i.e., the entry point of program execution

Function definition and declaration

- Function definition

```
return_type function_name(parameters) {
    statement;
}
```

- *parameters*

```
void
[data_type1 param1[, data_type2 param2[, ...]]]
```

- Function declaration: parameter names can be omitted

```
return_type function_name(parameters);
```

Example: function

```
int raise_to_power(int base, int exponent)
{
    int result = 1;
    for (int i = 0; i < exponent; ++i)
        result *= base;
    return result;
}

int main(void)
{
    cout << "3^4 is " << raise_to_power(3, 4) << endl;
    return 0;
}
```

Function overload

- When two or more different declarations are specified for a single name in the same scope, that name is said to be *overloaded* (only in C++*)
- Overloaded functions should have different parameters, i.e., number/type of parameters; functions with different return types cannot be overloaded

```
void print(int arg) {
    cout << "int value:" << arg << endl;
}

void print(double arg) {
    cout << "double value:" << arg << endl;
}

int main(void) {
    print(1);
    print(1.0);
}
```

* C11 supports similar function using _Generic()

Example: function declaration

```
#include <iostream>
using namespace std;

int cube(int x) {
    return x * square(x);
}
int square(int x) {
    return x * x;
}
void main(void) {
    cout << "2^3" << cube(2) << endl;
}
```

```
$ g++ func_cube_square.cpp
func_cube_square.cpp:5:16:
error: use of undeclared
identifier 'square'
    return x * square(x);
               ^
1 error generated.
```

Example: function declaration (cont.)

```
#include <iostream>
using namespace std;

int cube(int x) {
    return x * square(x);
}
int square(int x) {
    return x * x;
}
void main(void) {
    cout << "2^3" << cube(2);
    cout << endl;
}
```

```
#include <iostream>
using namespace std;

int square(int x);
int cube(int x) {
    return x * square(x);
}
int square(int x) {
    return x * x;
}
void main(void) {
    cout << "2^3" << cube(2);
    cout << endl;
}
```

Header files: mostly function and class declarations*

```
/* func_cube_square.h
 * with function prototypes
 */
int cube(int);
int square(int);
```

- Only data types of return value and parameters matter
- But it is recommended to provide "meaningful" parameters names

```
// func_cube_square.cpp
#include <iostream>
#include "func_cube_square.h"
using namespace std;

int cube(int x) {
    return x * square(x);
}
int square(int x) {
    return x * x;
}
void main(void) {
    cout << "2^3" << cube(2) << endl;
}
```

* or prototypes

Scope

- Scope: a portion of program text that a particular name (e.g., variable, function) is valid
- Global variable: end of a file (or whole files when used with `extern`)
  - Using global variables is **DISCOURAGED!!!**
  - Initialized when a program begins
  - Destroyed when a program exits
- Local variable
  - Valid until the end of block or function
  - Allocated (and initialized) when a block/function starts
  - Destroyed when a block/function exits

Scope: global variable

```
#include <iostream>
using namespace std;

int n_count = 6;
void func(void)
{
    n_count++;
}
int main(void)
{
    cout << "n_count=" << n_count << endl;
    func(); func();
    cout << "n_count=" << n_count << endl;
}
```

- Global variable can be accessed from everywhere
- If no assignment is provided, global variables are initialized as the basic value of the type, e.g.,
  - char/int/long/…: `0`
  - double/float/…: `0.0`
  - string: null string

Scope: local variable

- Local variable can be accessed within only its local scope
- Local variable is destroyed when a block/function exits, thus the value in local variable is NOT preserved for the next loop/invocation
- Note: in python, the scope of a local variable range from its definition to the end of the function

```
int n_calls;
int pow(int base, int exponent)
{
    n_calls++;
    int result = 1;
    for (int i = 0; i < exponent; i++)
        result *= base;
    return result;
}
int max(int num1, int num2)
{
    n_calls++;
    int result = num1 > num2 ? num1 : num2;
    return result;
}
int main(void)
{
    int result = max(pow(2,10), pow(10, 3));
    cout << result << " " << n_count << endl;
}
```

Scope: local variable (cont.)

```
int main(void)
{
    int result = 1024;
    {
        int result = 42;
        cout << "result=" << result << endl;
    }
    cout << "result=" << result << endl;
    for (int i = 0; i < 2; i++)
    {
        int result = 0;
        result++;
        cout << "result=" << result << endl;
    }
}
```

Scope: recursion

```
int factorial(int n)
{
    if (n == 0)
        return 1;
    return n * factorial(n - 1);
}

int main(void)
{
    cout << "5!=" << factorial(3) << endl;
}
```

- Whenever a function is called, a new scope is generated
- The same rule holds even though a function calls itself (recursion)
- This is the case for most programming languages (C, C++, python, Java, …)

Namespace

- An optionally-named declarative region
- The name of a namespace can be used to access entities declared in that namespace, i.e., the members of the namespace.
- The definition of a namespace can be split over several parts of one or more translation units (i.e., different files)

```
// Standard iostream objects
namespace std
{
  extern istream cin;
  extern ostream cout;
  ...
} // namespace
```

```
// user_program.cpp
#include <iostream>
using namespace std;

void main(void) {
    cout << "Hello, world!" << endl;
}
```

Array

- Array: stores multiple elements of the same data type
- Declaration: *element_type array_name*[*constant_expression*]
  - Array index: `0, 1, ..., constat_expression - 1`
- Indexing: *array_name*[*index*]
- Examples:

```
int arr[3];
arr[0] = 2;
arr[1] = 3;
arr[2] = 5;
arr[3] = 7; // error?
```

Array: initialization

```
int a1[4];

int a2[4] = {1, 2, 3, 4};

int a3[4] = {1, };

int a4[4] = {};

int a5[] = {1, 2, 3, 4};

int a6[] {1, 2, 3, 4};
```

Array with loop

- Loop (for or while) is frequently used to access each element in array
- c.f., We will cover range-based for loop later (C++11)

```
int arr[4] {1, 2, 3, 4};
for (int i = 0; i < 3; i++)
    cout << "arr[" << i << "]=" << arr[i] << endl;
```

C string

- `char`: a character (depends on system/context) between single quatation marks (')
- C String: a null-terminated string between double quotation marks(")
  - An array of character
  - Ends with `'\0'`
- Will cover C++ standard string class later
- Example

```
int main(void)
{
    char s1[] = "Hello, world!";
    for (int i = 0; i < strlen(s1); i++)
        cout << "s1[" << i << "]=" << s1[i] << endl;
    cout << "s1[strlen(s1)]=" << (int)s1[strlen(s1)] << endl;
}
```

Note: casting

- Casting: `(data_type)expression`
  - Forcefully coverts a value of the given expression into that of *data_type*
  - Frequently used in (old) C, but NOT recommended at all
- C++ provides `static_cast: static_cast<new_type>(expression)`
  - NOT recommended either
- Example

```
/* casting examples */
double d = 3.14;
int i1 = (int)d;                    // c-style casting
int i2 = static_cast<int>(d); // c++-style casting
```

Reading List

- Learn C++
  - Chapter 6: 1, 2, 3, 6
- What good is `static_cast`?
  - http://www.stroustrup.com/bs_faq2.html#static-cast

ANY QUESTIONS?