Programming Lecture

Parameter passing

2 Types

1). Pass by value —> Pass a copy of the parameter

2). Pass by reference —> Pass the

1).

/\*Program using pass by value\*/

#include <stdio.h>

//Prototype

void fxn(int);

main()

{

int param\_1=1;

printf(“Param\_1 is%d”,param\_1);

//Call fxn()

fxn(param\_1);

printf(“\nParam\_1 is %d”,param\_1);

}//End main()

/\*Implement fxn()\*/

void fxn(int p1)

{

printf(“\np1 is %d”,p1);

p1++;

}//End fxn()

2).

/\*Program using pass by reference\*/

#include <stdio.h>

//Prototypes

void fxn(int\*);

main()

{

int param\_1=1;

printf(“param\_1 is %d”,param\_1);

//Call fxn()

fxn(&param\_1);

printf(“\nparam\_1 is %d”,param\_1);

}//End main()

/\*Implement fxn()\*/

void fxn(int\*p1)

{

printf(“\np1 is %d”,\*p1);

(\*p1)++;

}//End fxn()