Argument Checking

Be careful while inputting arguments to a function.

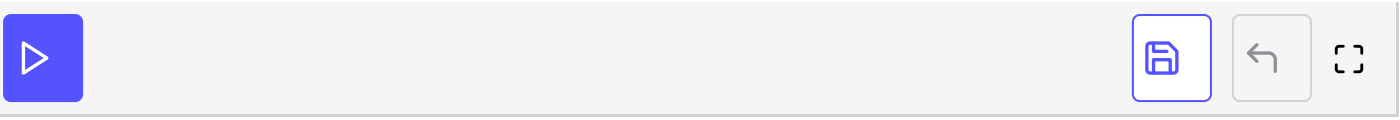
Note that if we pass an argument of the wrong type to a function, the program may still compile, and even run, and it will simply spit out crazy values. Sometimes we will get a compiler warning, but sometimes not.

Run the code below and examine the output.

```
#include <stdio.h>

void function_call(int i, float f)
{
  printf("%d\n", i * f);
}

main()
{
  double d = 20;
  float f = 10;
  function_call(d, f);
}
```



The ‘Error’ is actually just a warning, meaning that your code will compile. But imagine if the output we got was being used somewhere in our program... That would not end well.

Be very careful that the input values you pass to functions, and the output values you receive from functions, are what you expect.

Another thing to note is that variables inside a function are different from the variables outside a function. The area inside a function is called its **scope**. We’ll go into detail in the next lesson.