

EEE102

C++ Programming and Software Engineering II

Lecture 5 Functions

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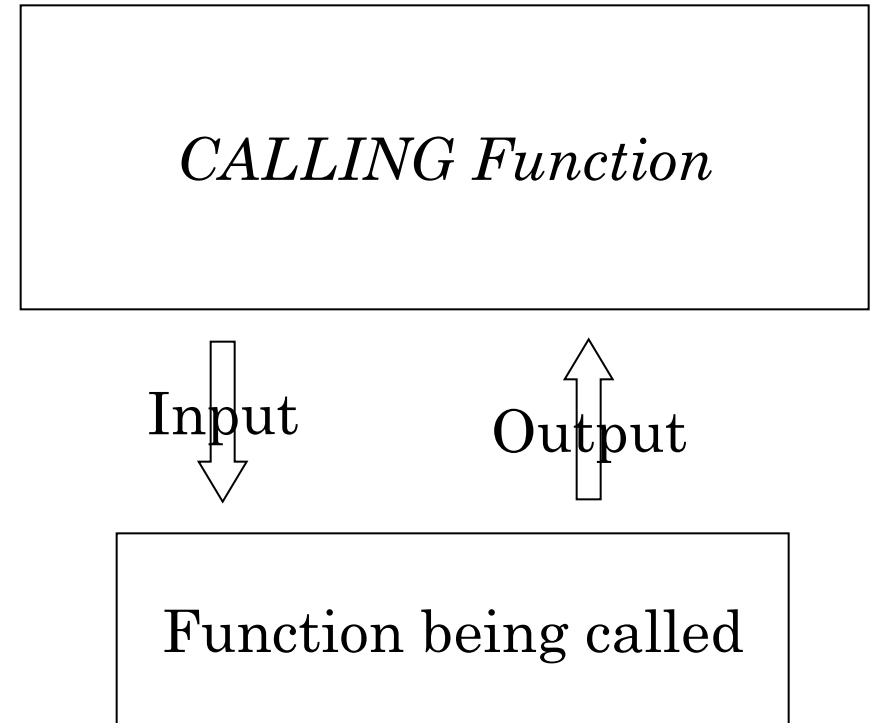
Outline

- Fundamental of functions
 - Types of functions
 - Using functions
 - Information exchanging
- Special use of functions
 - Function overloading
 - Operator overloading
 - Function with default parameters
 - Inline functions



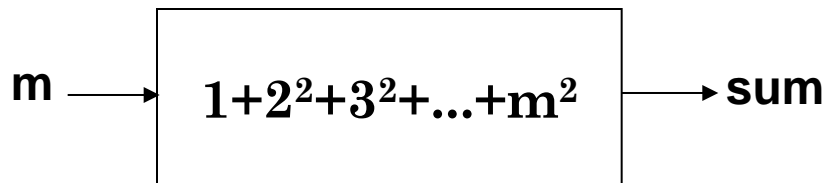
1. Subprogram: functions

- A C++ function is a segment of programme code that performs operations independently.
- It can receive input from and returns results to another function through an interface which is called the *function head*.
- A function should be designed in such a way that it is reusable when required.



1.1 Types of functions

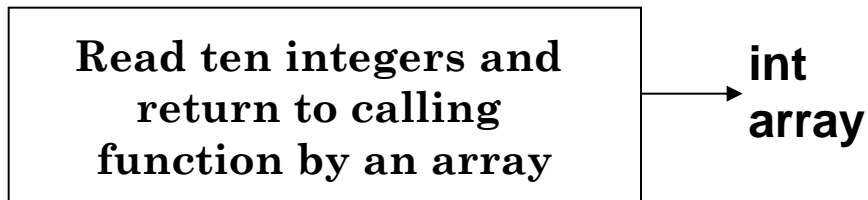
- **Type 1: Functions that take input and return a value**
- **Type 2: Functions that take input but do not return a value**
- **Type 3: Functions do not take input but return a value**
- **Type 4: Functions do not take any input and neither return any value**



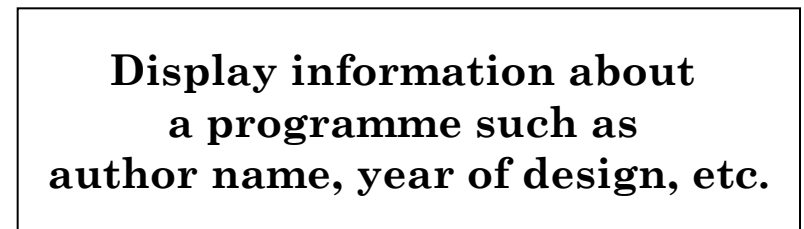
Type 1



Type 2



Type 3



Type 4



Example of Function

- To calculate the sum of a number sequence and display result on screen.
- Problem – similar coding is used and program is lengthy.

```
ni=0;
for (int k=1;k<mi+1;k++)
    ni=ni+k;
```

```
//Calculating the sum of number sequence
#include<iostream>
using namespace std;
int main()
{
    int m1,m2,m3,m4,m5;
    int n1,n2,n3,n4,n5;

    n1=0;m1=5;
    for (int k=1;k<m1+1;k++)
        n1=n1+k;

    cout<<"The sum from 1 to "<<m1<<" is
    "<<n1<<endl;

    n2=0;m2=10;
    for (int k=1;k<m2+1;k++)
        n2=n2+k;

    cout<<"The sum from 1 to "<<m2<<" is
    "<<n2<<endl;

    //repeating for n3,n4 and n5.....
    return 0;
}
```

1.2 Use of functions

- 1. Declaration

- A function has to be declared before it is used (Prototype): the declaration tells the programme that the name declared is a function.

```
returnType func_name (dataType parameter1, dataType parameter2, ...) ;
```

- In source code, declaration must be placed before the calling function

- 2. Definition

```
returnType func_name (dataType parameter1, dataType parameter2, ...)
{
    Statement1;
    Statement2;
}
```

- 3. Calling

```
func_name (argument1, argument2, ...) ;
```



Using functions (Type 1)

*When a function returns a value,
it can be used as an expression*

```
int sum(int m)
{
    int n=0;
    for (int k=1;k<m+1;k++)
        n=n+k;
    return n;
}
```

```
//Calculating the sum of number sequence.
```

```
#include<iostream>
```

```
using namespace std;
```

```
int sum(int m) ;
```

```
int main(void)
```

```
{
```

```
    int m1,m2,m3,m4,m5;
```

```
    int n1,n2,n3,n4,n5;
```

```
    m1=5;
```

```
    n1=sum(m1) ;
```

```
    cout<<"The sum from 1 to "<<m1<<" is  
    "<<n1<<endl;
```

```
    m2=10;
```

```
    n2=sum(m2) ;
```

```
    cout<<"The sum from 1 to "<<m2<<" is  
    "<<n2<<endl;
```

```
//repeating for n3,n4 and n5.....
```

```
return 0;
```

```
}
```



Argument and Parameter

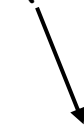
- 1. **Argument**
 - Variables or constants in the calling function whose values will be passed into a function.

```
func_name(argument1, argument2, ...);
```

- 2. **Parameter**
 - Variables used in a function whose values are passed from the calling function.

```
returnType func_name(dataType parameter1, dataType parameter2, ...)  
{  
    Statements;  
}
```

```
void main(void)  
{  
    int n1,m1  
    n1=sum(m1);  
}  
  
int sum(int m)  
{  
    int n=0;  
    for (int k=1;k<m+1;k++)  
        n=n+k;  
    return n;  
}
```



Using functions (Type 2)

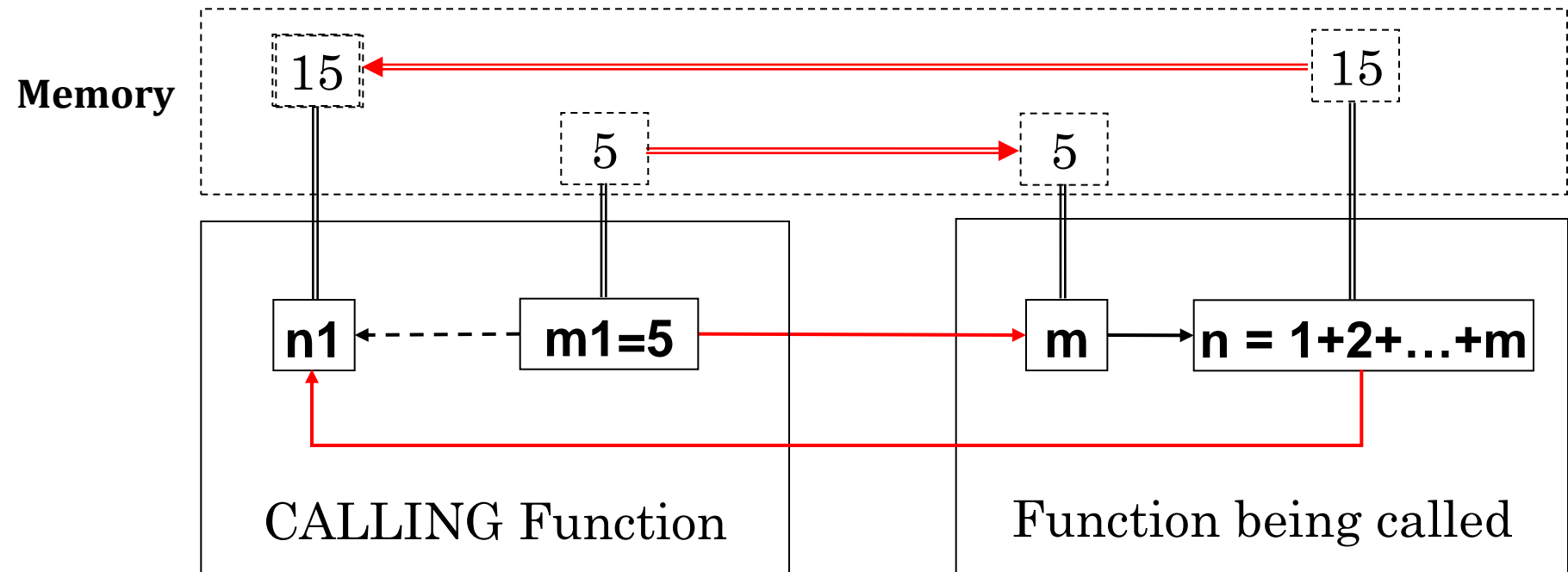
Calling a function which requires input but does not return a value

```
//C++ function, taking input and returning no value
#include <iostream>
#include <cmath>
using namespace std;
void show_sumSquare(float p1, float p2);

int main(void)
{
    float x1,x2;
    cout<<"Type in two real numbers separated by a space "<<endl;
    cin>>x1>>x2;
    show_sumSquare(x1,x2);
    return 0;
}

void show_sumSquare(float p1, float p2)
{
    float value;
    value = pow(p1,2) + pow(p2,2);
    cout<<"The sum of square of "<<p1<<" and "<<p2<<" is "
<<value<<endl;
}
```

1.3.1 Information Exchange – pass by value



- **Pass-by-value**

- The values of the arguments in the calling function are first copied.
- The copied values are then passed to the parameters in the called function.
- Operations in a function **do not affect** the values of the arguments.



Information Exchange between Two Functions

- **Question:**

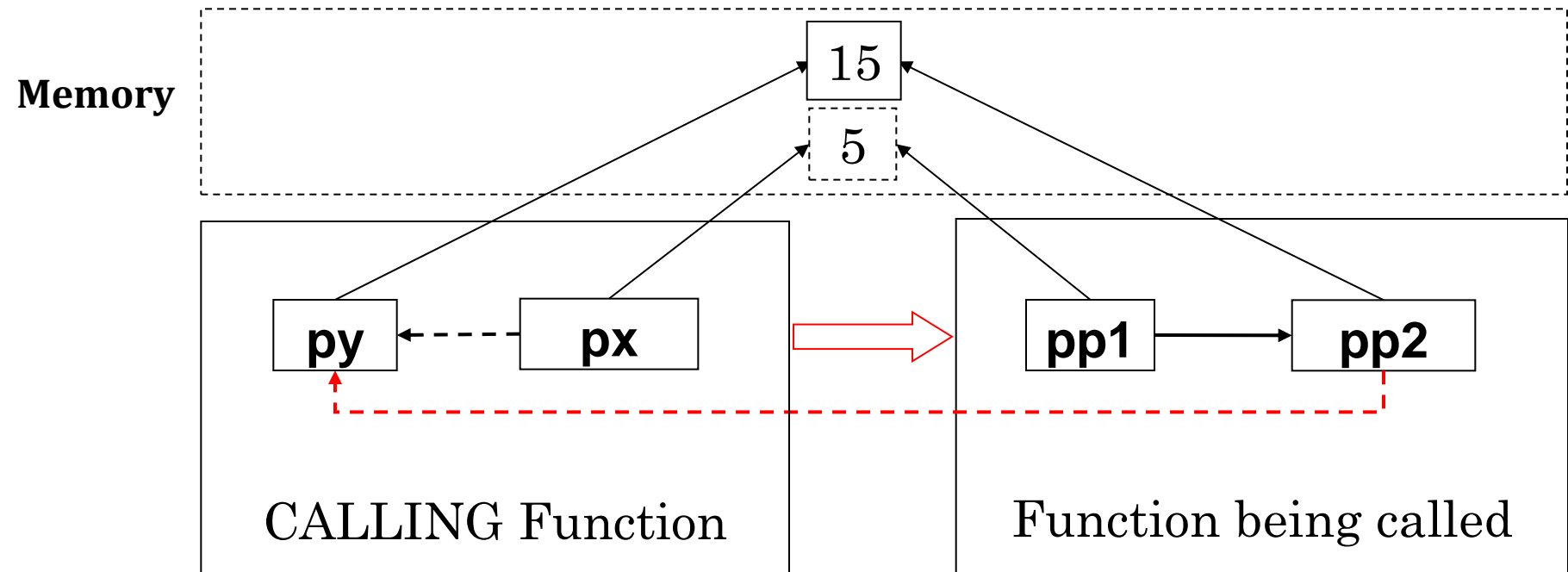
How to return more than one value to the calling function ?

- **Answer:**

- Pass-by-pointer
- Pass-by-reference



1.3.3 Information Exchange – pass by pointer



- **Pass-by-pointer**

- `px` and `pp1` : pointers to same data type
- `py` and `pp2`: pointers to same data type
- Operations in a function **will affect** the values of the arguments.



Example of pass-by-pointer

```
//C++ function, calculating the sum of number sequence.
//passing by pointer
#include <iostream>
using namespace std;
void sum(int *pp1, int *pp2);

void main(void)
{
    int px, py, *ptrx, *ptr;
    ptrx=&px;
    ptr=&py;
    cout<< "Please input an integer\n" ;
    cin>>*ptrx;
    sum(ptrx,ptr);
    cout<< "The sum from 1 to " <<px<< " is " <<py<<endl;
}

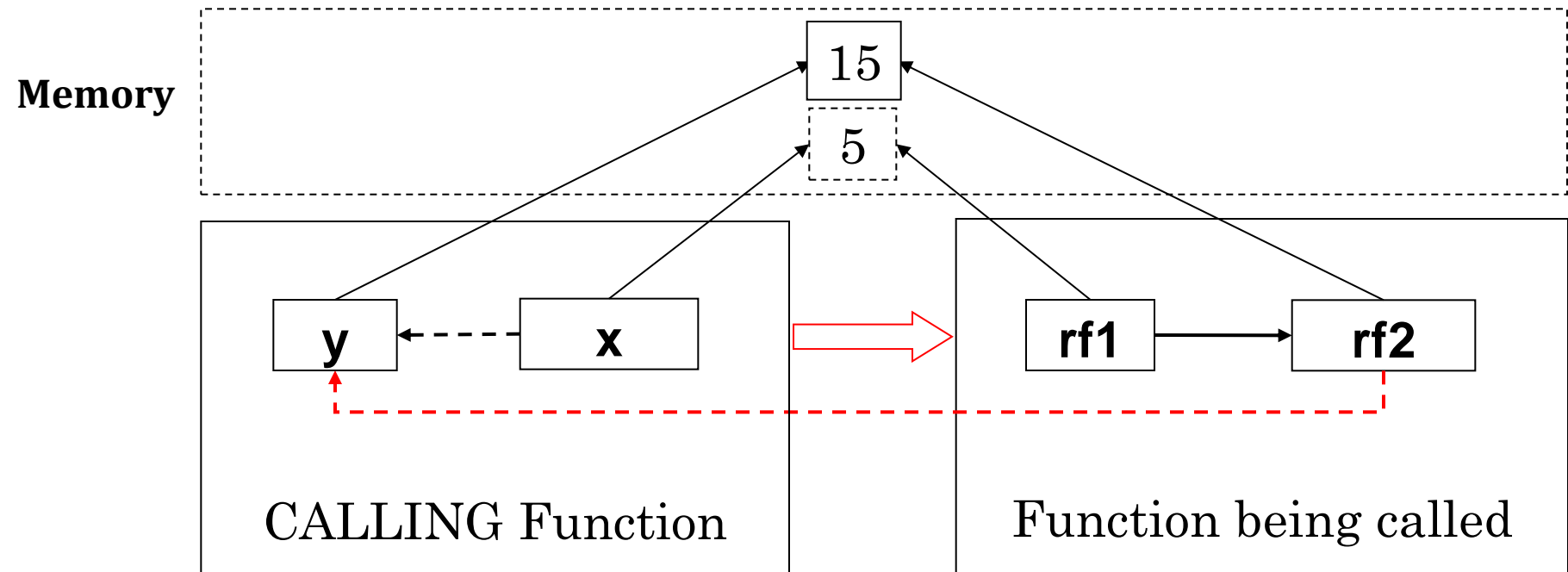
void sum(int *pp1, int *pp2)
{
    *pp2=0;
    for (int k=1;k<*pp1+1;k++)
        *pp2+=k;
    <----- *pp1=0;
}
```

Watch 1		
Name	Value	Type
px	5	int
py	15	int
ptrx	0x0017ff28	int *
ptr	5	int
ptr	0x0017ff1c	int *
ptr	15	int
pp1	0x0017ff28	int *
pp2	0x0017ff1c	int *
k	5	int

Add this statement and try to check the variables values by yourselves.



1.3.3 Information Exchange – pass by reference



- **Pass-by-reference**

- A reference is another name of a variable
- x and rf1 are two names of the same variable, i.e. same content in same memory address
- Operations in a function **will affect** the values of the arguments.



Example of pass-by-reference

```
//C++ function, calculating the sum of number sequence.
```

```
//passing by reference
```

```
#include <iostream>
```

```
using namespace std;
```

```
void sum(int &rf1, int &rf2);
```

```
void main(void)
```

```
{
```

```
    int x, y;
```

```
    cout<< "Please input an integer\n" ;
```

```
    cin>>x;
```

```
    sum(x,y) ;
```

```
    cout<< "The sum from 1 to " <<x<< " is " <<y<<endl;
```

```
}
```

```
void sum(int &rf1, int &rf2)
```

```
{
```

```
    rf2=0;
```

```
    for (int k=1;k<rf1+1;k++)
```

```
        rf2+=k;
```

```
←
```

```
rf1=0;
```

```
}
```

Watch 1		
Name	Value	Type
x	5	int
y	15	int
rf1	5	int &
rf2	15	int &
k	6	int

Add this statement and try to check the variables values by yourselves.



2.1 Function Overloading

- Overloading – using the same function name to create functions that perform different tasks
 - Same function names
 - Different parameter list
- Overloading functions that perform closely related tasks to improve the readability and understandability
 - Do not over use

- Examples:

Group 1.

```
int sum (float a, int b);  
int sum (int a, int b);  
int sum (int a, int b, int c);  
int sum (int a, int *b);
```

VALID!

Group 2.

```
int sum (int a, int b);  
float sum (int a, int b);
```

Invalid!

Group 3.

```
int sum (int a, int b);  
int sum (int a, int &b);
```

Invalid!

Group 4.

```
int sum (int a, int b);  
int sum (int a, int b, int c=0);
```

Invalid!



Example 1: normal function overloading

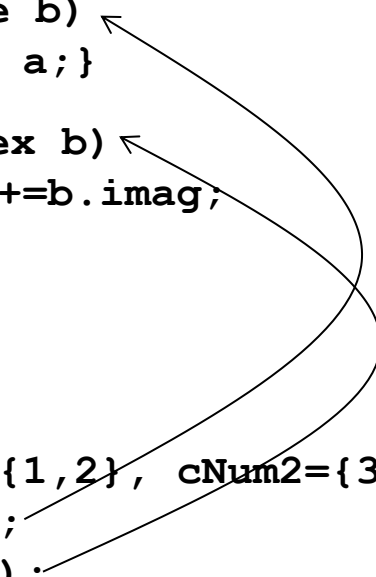
```
#include<iostream>
using namespace std;

struct complex
{
    double real;    double imag;};

complex sum(complex a, double b)
{
    a.real+=b;      return a;}

complex sum(complex a, complex b)
{
    a.real+=b.real;a.imag+=b.imag;
    return a;}

int main()
{
    double dNum=5.0;
    complex result, cNum={1,2}, cNum2={3,4};
    result=sum(cNum,dNum);
    result=sum(cNum,cNum2);
    cout<<result.real <<"+" <<result.imag<<endl;
    return 0;
}
```



Example 2: member functions of a class overloading

```
class complex
{
    double real;
    double imag;
public:
    complex(double r=0, double i=0)
    {
        real=r; imag=i;
    }

    complex sum(complex a)
    {
        complex temp;
        temp.real=a.real+real;
        temp.imag=a.imag+imag;
        return temp;
    }

    complex sum(double b)
    {
        complex temp;
        temp.real=real+b;
        temp.imag=imag;
        return temp;
    }

    void display();
};
```

```
int main()
{
    double dNum=5.0;
    complex result1,result2;
    complex cNum(1,2),cNum2(3,4);
    result1=cNum.sum(dNum);
    result2=cNum.sum(cNum2);
    result1.display();
    result2.display();
    return 0;
}
```

complex = complex + complex

complex = complex + real

2.2 Operator Overloading

How to calculate the addition, subtraction of two complex numbers?

Add function members to perform the arithmetic calculations

```
class complexClass
{
    double x;
    double y;
public:
    .....
};

void complexClass::assign(complexClass &a)
{
    x=a.x; y=a.y;}

complexClass complexClass::plus(complexClass a)
{
    complexClass temp(a.x+x,a.y+y);
    return temp;}

complexClass complexClass::minus(complexClass a)
{
    complexClass temp(x-a.x,y-a.y);
    return temp;}

void complexClass::display()
{
    cout <<x <<(y>=0?"+"+"")<<y <<"i"<<endl;
}
```

Add function members to perform the arithmetic calculations

```
int main()
{
    complexClass a(3,2);
    complexClass b(5,4);
    complexClass result;
    result.assign(a.plus(b));
    result.display();
    result.assign(a.minus(b));
    result.display();
    return 0;
}
```

result=a+b; ?
result=a-b; ?

Operator Overloading

- C++ tries to make the user-defined data types behave in much the same way as the built-in types.
 - Eg. C++ permits the addition of two objects with the same syntax for basic types, such as **object1+object2**.
- The mechanism of giving such special meanings to an operator is known as *operator overloading*.
 - We can overload (giving additional meaning to) almost all the C++ operators
 - We cannot change the syntax (operand, precedence, etc.)



Syntax: returntype keyword operator to be overloaded (parameter)

complexClass operator ± (complexClass a);

Add function members to perform the arithmetic calculations

```
void complexClass::operator = (complexClass a)
{
    x=a.x;
    y=a.y;
}
complexClass complexClass::operator +
(complexClass a)
{
    complexClass temp(a.x+x,a.y+y);
    return temp;
}
complexClass complexClass::operator -
(complexClass a)
{
    complexClass temp(x-a.x,y-a.y);
    return temp;
}
```

Use function members

```
int main()
{
    complexClass a(3,2);
    complexClass b(5,4);
    complexClass result;

    result=a+b;
    result.display();

    result=a-b;
    result.display();

    result=a-b-(a+b);
    result.display();

    return 0;
}
```



2.3 Default Arguments

- A default argument is a value that's used automatically if you omit the corresponding actual argument from a function call.
- The default value is set in *function declaration*.
 - Syntax:

```
// In function declaration  
returnType func_name(dataType para1, dataType para2 = value);
```

```
// In function definition  
returnType func_name(dataType para1, dataType para2)  
{  
    statements;  
}
```

```
// In calling function  
func_name(argu1, argu2); or func_name(argu1);
```



Example 1: normal function with default argument

Function declaration →

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

double volume(double radius=1, double height=1);

int main()
{
    double a=5, b=2;

    cout<< volume()    <<endl;
    cout<< volume(a)   <<endl;
    cout<< volume(a,b) <<endl;

    return 0;
}
```

Function call
omit 2 arguments →
omit 1 argument →
doesn't omit argument →

Function definition →

```
double volume(double radius, double height)
{
    return 3.14*radius*radius*height;
}
```

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Example 1: normal function with default argument

Function declaration →

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

double volume(double radius=1, double height=1);

int main()
{
    double a=5, b=2;

    cout<< volume(1,1) <<endl;
    cout<< volume(5,1) <<endl;
    cout<< volume(5,2) <<endl;

    return 0;
}
```

Function call
omit 2 arguments →
omit 1 argument →
doesn't omit argument →

Function definition →

```
double volume(double radius, double height)
{
    return 3.14*radius*radius*height;
}
```

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Example 2: method of a class with default argument

- Constructor of the class complexClass

```
class complexClass
{
    double x;
    double y;
public:
    complexClass() {}
    complexClass(double r, double i=0);
};
complexClass::complexClass(double r, double i)
{
    x=r;
    y=i;
}
```

```
int main()
{
    complexClass c0;
    complexClass c1(-9);
    complexClass c2(-9,5);
    return 0;
}
```



Rules for using Default Arguments

- When you use a function with an argument list, you must add default values from right to left.

```
int exch1(int n=1, int m=2, int k=3);           // VALID
int exch2(int n, int m=2, int k=3);             // VALID
int exch3(int n, int m, int k=3);               // VALID
int exch4(int n, int m=2, int k);               // INVALID
int exch5(int n=1, int m=2, int k);             // INVALID
int exch6(int n=1, int m, int k);               // INVALID
```

- The actual arguments are assigned to the corresponding formal arguments from left to right. You cannot skip over arguments.

```
temp = exch1(10,20,30);           // VALID
temp = exch1(10, ,30);            // INVALID, cannot skip m
temp = exch1(10,20);              // VALID, equivalent to exch1(10,20,3)
temp = exch2(10);                 // VALID, equivalent to exch2(10,2,3)
temp = exch3(10);                 // INVALID, no value for m
```



2.4 Inline function

- An inline function is a function that expanded in line when it is invoked. – the compiler replaces the function call with the corresponding function code.
 - To reduce the cost of calls to small functions.
 - Every time a function is called, it takes a lot of extra time in executing a series of instructions for tasks such as jumping to the function, saving registers, pushing arguments into the stacks, and returning to the calling function.
- Syntax:

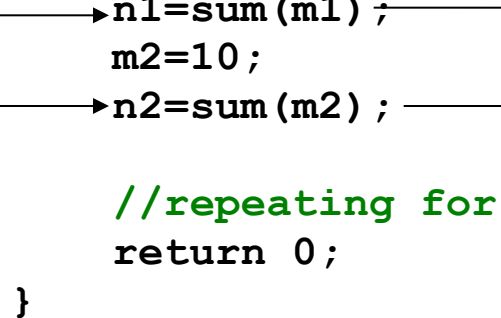
```
// In function declaration  
inline returnType func_name( parameter list );
```



```
//Calculating the sum of number
sequence
#include<iostream>
using namespace std;
int main()
{
    int m1,m2,m3,m4,m5;
    int n1,n2,n3,n4,n5;

    m1=5;
    n1=sum(m1);
    m2=10;
    n2=sum(m2);

    //repeating for n3,n4 and n5.....
    return 0;
}
```



```
inline int sum(int m)
{
    int n=0;
    for (int k=1;k<m+1;k++)
        n=n+k;
    cout<<"The sum to "<<m<<" is ";
    cout<<n<<endl;
    return n;}

```

A regular function transfers program execution to a separate function.

```
//Calculating the sum of number
sequence
#include<iostream>
using namespace std;
int main()
{
    int m1,m2,m3,m4,m5;
    int n1,n2,n3,n4,n5;
    m1=5;
    n1=0;
    for (int k=1;k<m1+1;k++)
        n1=n1+k;
    cout<<"The sum to "<<m1<<" is ";
    cout<<n1<<endl;
    m2=10;
    n2=0;
    for (int k=1;k<m2+1;k++)
        n2=n2+k;
    cout<<"The sum to "<<m2<<" is ";
    cout<<n2<<endl;

    //repeating for n3,n4 and n5.....
    return 0;
}
```

An inline function replaces the function call with inline code.