

Default Parameters in C++

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In C++, **default parameters** allow you to specify **default values** for function arguments. This enables functions to be called with **fewer arguments** than they are defined to accept, improving flexibility and readability.

◆ Syntax of Default Parameters

A default parameter is specified by assigning a value in the **function declaration**:

```
void greet(std::string name = "Guest");
```

This allows the function to be called with or without an argument:

```
greet();           // Uses default: "Guest"  
greet("Alice");  // Uses provided argument
```

◆ Default Parameters in Member Functions

When using default parameters in **class member functions**, the default values should be specified **only in the declaration**, not in the definition.

✓ Correct Usage

```
// Header file or class definition  
class Greeter {  
public:  
    void greet(std::string name = "Guest"); // Default specified here  
};  
  
// Source file  
void Greeter::greet(std::string name) {  
    std::cout << "Hello, " << name << "!" << std::endl;  
}
```

✗ Incorrect Usage

```
// Header file  
class Greeter {  
public:  
    void greet(std::string name); // No default here  
};  
  
// Source file  
void Greeter::greet(std::string name = "Guest") { // ✗ Error!  
    std::cout << "Hello, " << name << "!" << std::endl;  
}
```

Why is this incorrect?

C++ allows default arguments to be specified **only once**—typically in the declaration. Specifying them again in the definition leads to a **compiler error** or **ambiguity**.

● Key Rules and Best Practices

- ✓ Specify default arguments in the function declaration, especially in header files.
- ✗ Do not repeat default arguments in the function definition.
- ✗ Default arguments must appear at the end of the parameter list. If there are any required parameters, they must appear before the default parameters in the parameter list.
- Use default parameters to simplify overloaded functions when the behavior is similar.
- Avoid using default parameters in virtual functions if polymorphism is involved, as default arguments are **statically bound**.

● Example: Class with Default Parameters

```
#include <iostream>  
#include <string>  
  
class Logger {  
public:  
    void log(std::string message, std::string level = "INFO");  
};  
  
void Logger::log(std::string message, std::string level) {  
    std::cout << "[" << level << "] " << message << std::endl;  
}  
  
int main() {  
    Logger logger;  
    logger.log("System started");           // Uses default level "INFO"  
    logger.log("Disk full", "WARNING");     // Uses provided level  
    return 0;  
}
```

● Quiz!

Here's a short quiz on the topic: [quiz](#)

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- Calling Methods
- Calling Methods 2
- Creating Methods
- Iterators
- Vectors
- References
- Const
- Erasing in a Loop
- Default Parameters