

BASIC PROGRAMMING

FUNCTIONS

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DEFINITION

- What is a function?

**This is a
function**

```
#include<stdio.h>
```

```
int main() {  
    int i, N;  
    printf("Input N:");  
    scanf("%d", &N);  
    i = 1;  
  
    while(i <= N)  
    {  
        printf("%d ", i);  
        i = i + 1;  
    }  
  
    return 0;  
}
```

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SYNTAX

• Syntax:

May have ZERO or more parameters

```

<return type> Func_Name ([<variable type> <parameter>]*)
{
    statement;
    statement;
    ...

    [return <expression>];
}

```

Begin sign of function

End sign of function

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SYNTAX

• Example

Function name

Parameter list

Return type

```

int main () {
    int i, N;
    printf("Input N:");
    scanf("%d", &N);
    i = 1;

    while(i <= N)
    {
        printf("%d ", i);
        i = i + 1;
    }

    return 0;
}

```

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SYNTAX

• Example

```
double sqrt(double x)
{
    double result;
    // Get square root of a float ...

    return result;
}
```

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INVOKE

• Usage:

```
double A = 4;
double result = sqrt(A);
printf("%f", result);
```

Steps:

1. Assign value of A to x
2. Perform function body until reach **return**
3. Continue statement after invoke

```
double sqrt(double x)
{
    double result;
    // Get square root of a float ...

    return result;
}
```

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DEFINITION

- Two kinds of functions:
 - Built-in functions
 - User-defined functions

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APPLYING

- User-defined functions
- Our exercises:
 1. Solve linear equation $ax + b = 0$
 2. Solve quadratic equation $y = ax^2 + bx + c$
 3. Given n , compute:
 - a. $T = 1 \times 2 \times \cdots \times n$
 - b. $S = 1! + 2! + \cdots + n!$

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ADVANTAGES

- Keep the flow of control in a program as simple as possible.
- Use top-down design.
- Keep decomposing (also known as factoring) a problem into smaller problems until you have a collection of small problems that you can easily solve.

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EXERCISES

- Implement these problems as functions:
 1. Given two integers a and b , find the larger number.
 2. Solve quadratic equation $y = ax^2 + bx + c$
 3. Compute the sum of N first integers $S = 1 + 2 + \dots + N$
 4. Compute the sum of N first even integers $S = 2 + 4 + \dots + 2N$
 5. Given an integer N , list all of its divisors. E.g., divisors of $N = 12$ are 1 2 3 4 6 12
 6. Given an integer N , count the number of its divisors. E.g., the number of divisors of $N = 12$ is 6

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EXERCISES

- Implement these problems as functions:

7. Given an integer N , sum up all its divisors. E.g., sum of all divisors of $N = 12$ is 28
8. Given an integer N , e.g., $N = 128$
 - a) How many digits in N ? E.g., 3
 - b) What is its last digit? E.g., 8
 - c) What is its first digit? E.g., 1
 - d) Compute the sum of all digits in N . E.g., sum = 11
 - e) Find the integer which is the reverse of N . E.g., 821

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EXERCISES

- Implement these problems as functions:

9. Check if a given integer N is a prime number.
10. Given integer n , compute:
 - a. $S = 1^2 + 2^2 + \dots + n^2$
 - b. $S = 1 + \frac{1}{2} + \dots + \frac{1}{n}$
 - c. $S = \frac{1}{2} + \frac{2}{3} + \dots + \frac{n}{n+1}$
 - d. $T = 1 \times 2 \times \dots \times n$
 - e. $S = 1! + 2! + \dots + n!$

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RECURSIONS

- A function that calls **ITSELF**

```
#include<stdio.h>

int sum(int num){
    if (num!=0)
        return num + sum(num-1);
    else
        return num;
}

int main(){
    int N, result;
    printf("\nInput N: ");
    scanf("%d", &N);
    result = sum(N);
    printf("sum=%d", result);

    return 0;
}
```

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RECURSIONS

- Apply recursive to implement functions:

Given integer n , compute:

$$a. S = 1^2 + 2^2 + \dots + n^2$$

$$b. S = 1 + \frac{1}{2} + \dots + \frac{1}{n}$$

$$c. S = \frac{1}{2} + \frac{2}{3} + \dots + \frac{n}{n+1}$$

$$d. T = 1 \times 2 \times \dots \times n$$

$$e. S = 1! + 2! + \dots + n!$$

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Any Questions?



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