



Lecture 06 — FUNCTIONS IN C++

“Functions are not a syntax feature.
They are how large systems stay alive.”

🔴 FUNCTION KYU AYA? (FIRST THOUGHT PRINCIPLE)

✗ Life without Functions

Socho ek real app (Instagram / YouTube / Amazon):

- Same logic 1000 jagah
- Ek bug → 1000 files
- Change = nightmare
- Testing impossible

👉 Ye software nahi, disaster hota hai

✅ Function ne kya problem solve ki?

🧠 Function = Logic ka container

- Ek kaam
- Ek jagah
- Baar-baar reuse

📌 Real-life analogy

📱 **Camera Button**

Tum photo ka algorithm nahi likhte

👉 sirf **button press (call)** karte ho

🧠 C++ ME FUNCTION KYA HOTA HAI?

```
return_type functionName(parameters){  
  
    // logic  
  
    return value;  
  
}
```

🔍 Breakdown (Yaad rakhne layak)

- **return_type** → kya output milega
- **functionName** → logic ka naam

- **parameters** → input
- **return** → result

📌 One-liner

Function = **Input** → **Processing** → **Output**



PROGRAM EXECUTION ORDER (MOST IMPORTANT)

? Program kaha se start hota hai?

➡ Hamesha **main()** se

```
main()
```

```
├─ function call
```

```
|   └─ function executes
```

```
|   └─ returns value
```

```
└─ main continues
```

📌 **Golden Rule (Interview favourite)**

Function ka order important nahi
Declaration ka hona important hai



BIG ERROR — Function bina declare kiye call

✗ Wrong

```
int main(){  
    cout << factorial(5);  
}
```

```
int factorial(int n){ }
```

! Error:

```
not declared in this scope
```

✅ Fix

- Function upar define karo
- Ya declaration upar likho

👉 Beginner ke liye: **function hamesha main se upar**

FACTORIAL — WHY FUNCTION EXISTS

❌ Manual approach (BAD)

Same loop 3 baar likhna
Bug aaye → 3 jagah fix

✅ Function approach (GOOD)

```
int factorial(int n){  
    int fact = 1;  
    for(int i = 1; i <= n; i++){  
        fact *= i;  
    }  
    return fact;  
}
```

Example

`factorial(5)` → 120

`factorial(7)` → 5040


`factorial(8)` → 40320

SDE Rule


DRY — Don't Repeat Yourself

+ SUM — FUNCTION CONCEPT KA BASE

```
int sum(int a, int b){  
    return a + b;  
}
```

 Example


`sum(3,4) → 7`

 Ye hi concept:

- APIs
 - Backend services
 - Microservices
-

GRADING SYSTEM (REAL LIFE)

```
void findGrade(int marks){  
    if(marks > 90) cout<<"A+";  
    else if(marks > 80) cout<<"A";  
    else if(marks > 70) cout<<"B+";  
    else if(marks > 60) cout<<"B";  
    else cout<<"C";  
}
```

 **Why else-if?**

Ek student → ek hi grade

YOUTUBE EXAMPLE (INDUSTRY GOLD)

```
void youtube(string photo, string title, int views, int time){  
    cout << photo << title << views << time << endl;  
}
```

- 📌 Same UI
- 📌 Different data

👉 Real apps isi tarah bante hain

🧬 FUNCTION OVERLOADING

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

- 📌 Decision **compile time** par
 - 📌 Return type se ❌ overloading
-

🔄 PASS BY VALUE vs REFERENCE

❌ Pass by value

Copy → original safe

✅ Pass by reference

Original variable modify

```
void swap(int &a,int &b){  
  
    int t = a;  
  
    a = b;  
  
    b = t;  
  
}
```

📌 Interview line

Reference passes memory address

1 2 3 4 DEFAULT PARAMETER

```
void print(int x = 5){  
  
    cout << x;
```

```
}
```

📌 `print()` → 5

📌 `print(10)` → 10

Used in:

- APIs
- Config files
- Frameworks

SWAP TWO NUMBERS (XOR — ADVANCED)

XOR Rules (VERY IMPORTANT)

- $x \oplus x = 0$
- $x \oplus 0 = x$
- XOR reversible hota hai

Full XOR Swap Code

```
void swapXOR(int &a, int &b){
```

```
    a = a ^ b;
```

```
    // a = (a ^ b)
```

```
    b = a ^ b;
```

```
    // b = (a ^ b) ^ b = a
```

```
    a = a ^ b;
```

```
    // a = (a ^ b) ^ a = b
```

```
}
```

Kaise kaam kar raha hai?

Initial:

$a = 10, b = 20$

After step 1:

$a = 10 \oplus 20$

After step 2:

$b = (10 \oplus 20) \oplus 20 = 10$

After step 3:

$a = (10 \oplus 20) \oplus 10 = 20$

Final:

$a = 20, b = 10$

📌 Why use XOR?

- Extra memory nahi
- Low-level systems
- Embedded / kernel code

PRIME NUMBER (FUNCTION)

```
bool isPrime(int n){  
    if(n < 2) return false;  
    for(int i = 2; i * i <= n; i++){  
        if(n % i == 0) return false;  
    }  
    return true;  
}
```

📌 \sqrt{n} tak check = optimization



ARMSTRONG NUMBER

```
bool isArmstrong(int n){  
    int o = n, s = 0;  
    while(n){  
        int d = n % 10;  
        s += d*d*d;  
        n /= 10;  
    }  
    return s == o;  
}
```



WHAT FUNCTIONS REALLY GIVE YOU

Problem	Solution
Repetition	Reuse
Bugs	Isolation
Messy code	Clean design
Scaling	Modularity

FINAL SUMMARY

- ✓ Program starts from `main()`
 - ✓ Function = logic capsule
 - ✓ Parameters = input
 - ✓ Return = output
 - ✓ Reference = original change
 - ✓ Overloading = compile time
 - ✓ Default params = flexibility
 - ✓ XOR = memory optimized
 - ✓ Functions = real software foundation
-

LIFE-TIME TIPS

- Logic repeat ho → function banao
 - Ek function = ek responsibility
 - Readability > cleverness
 - Interview me **WHY explain karo**
-

 **Made By — Harshal Chauhan** 
