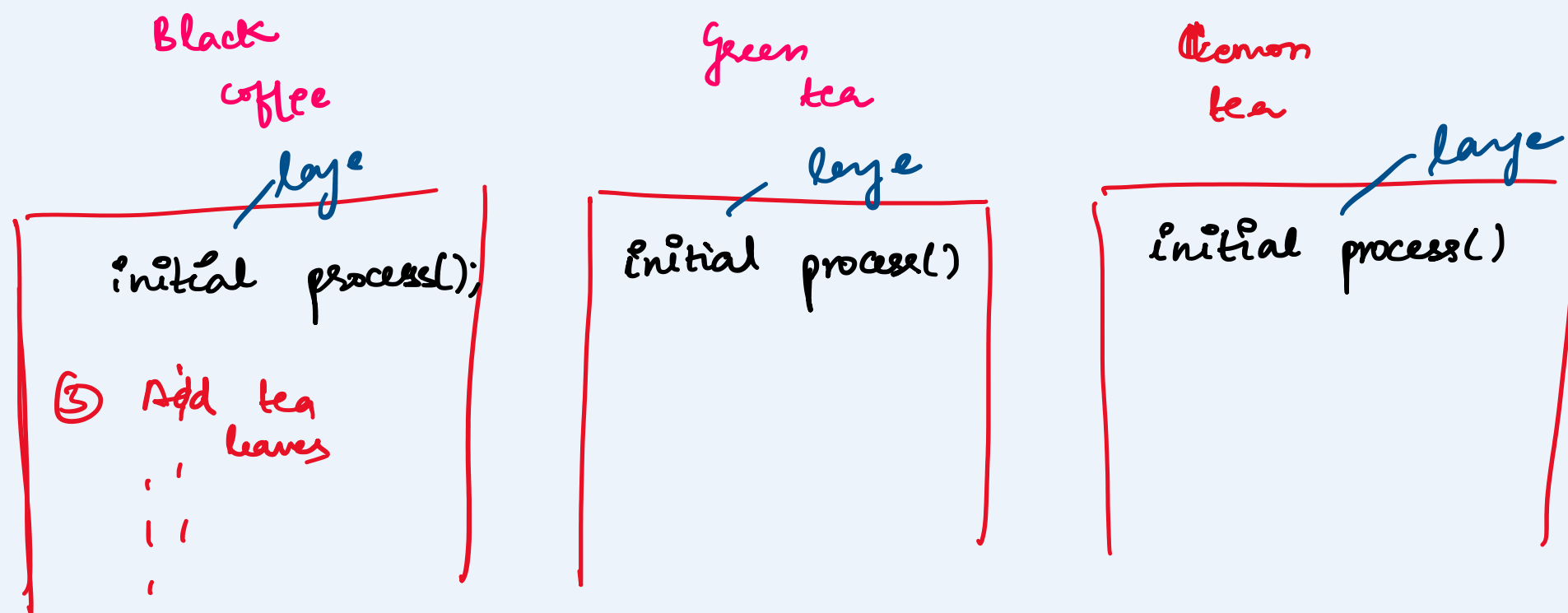


## Functions

- Restaurant
- 10 coffees / tea

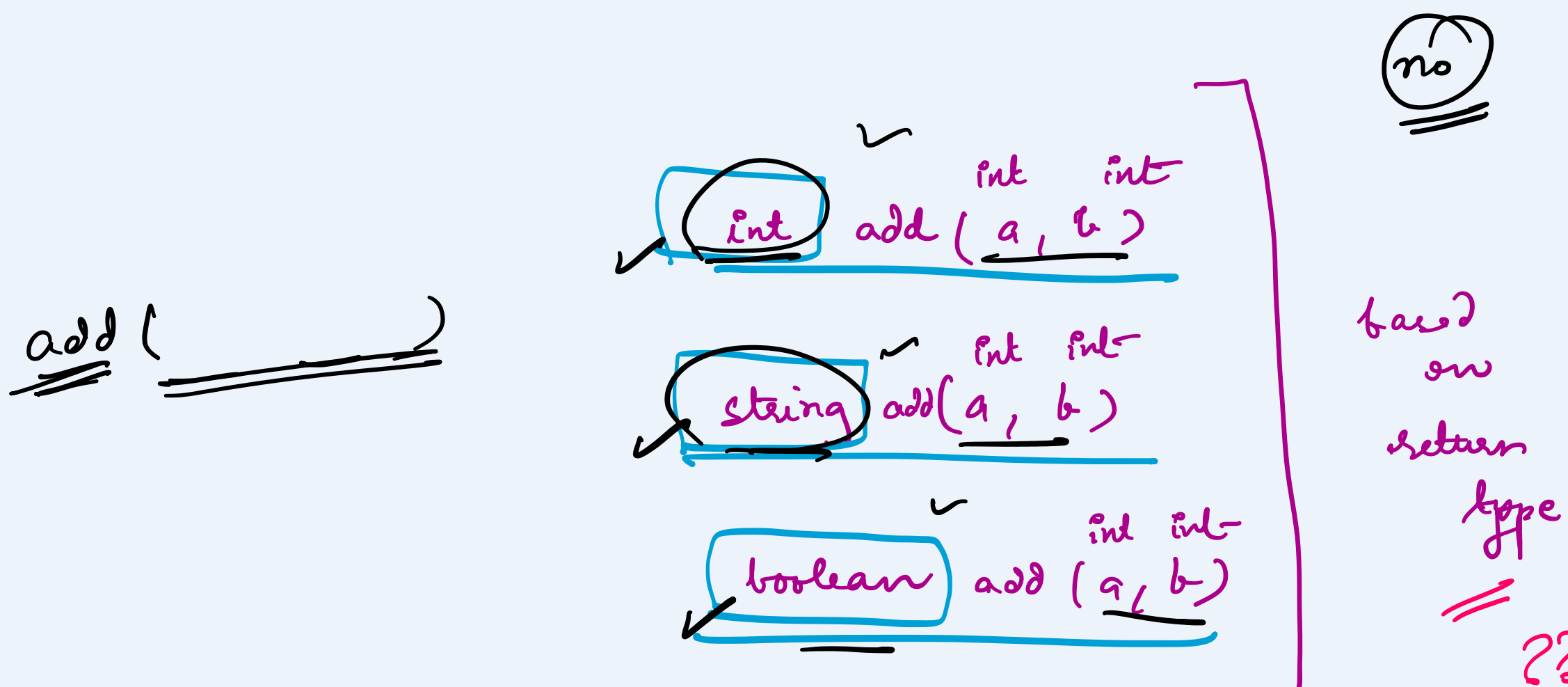
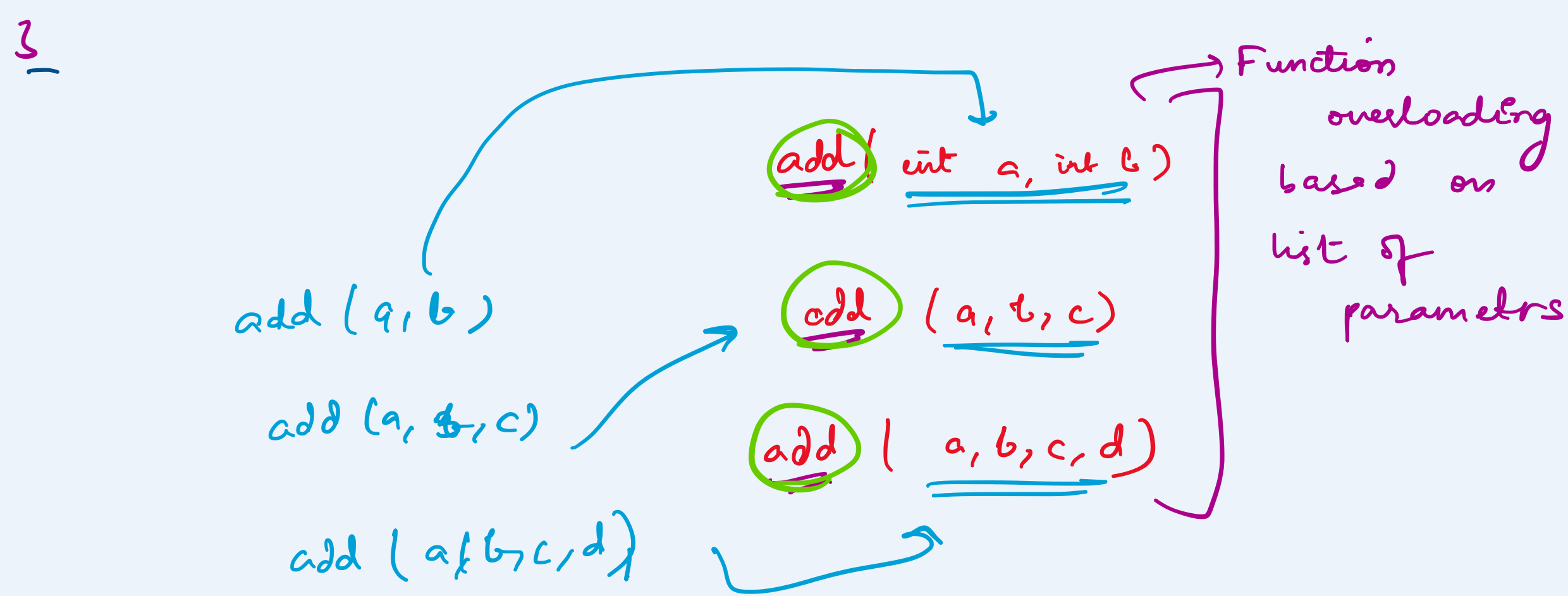
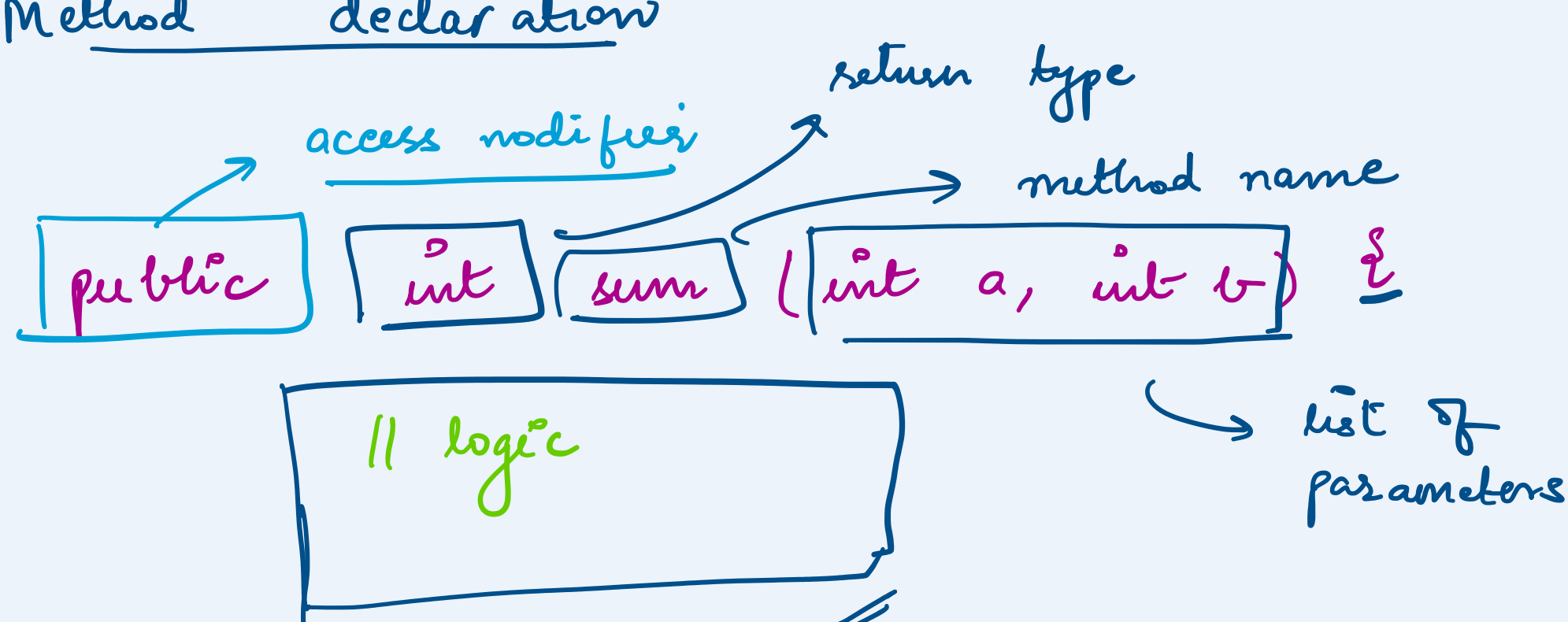


initial process() {  
 [ ① Take a large pan  
 ② Boil water  
 ... ]  
 }

→ A function is a block of code or collection of statements grouped together to perform a certain task or operation.

- reusability of code
- easy modification of code
- reduce redundancy of code
- readability of code.

### Method declaration



### Functions

- pass by value → Creating a copy in the memory of the actual parameters' value that is passed.
- pass by reference → a copy of the address of the actual parameters is stored.

add(2, 3) {

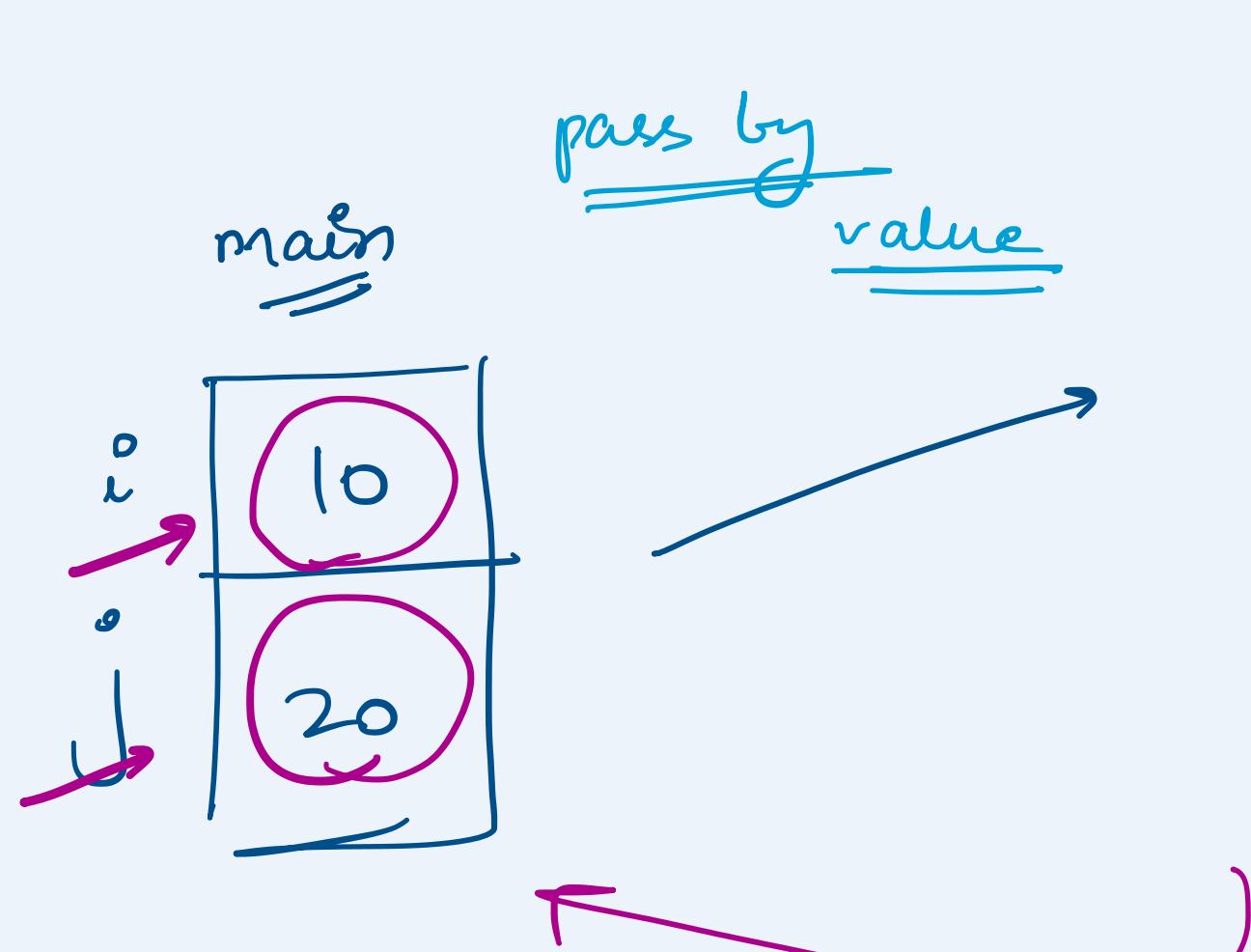
int add(int a, int b) {  
 // logic  
 }

### Pass by value

```
main() {
    int i = 10;
    int j = 20;
    swap(i, j);
    print(i, j) → 10, 20
}
```

non-swap ??

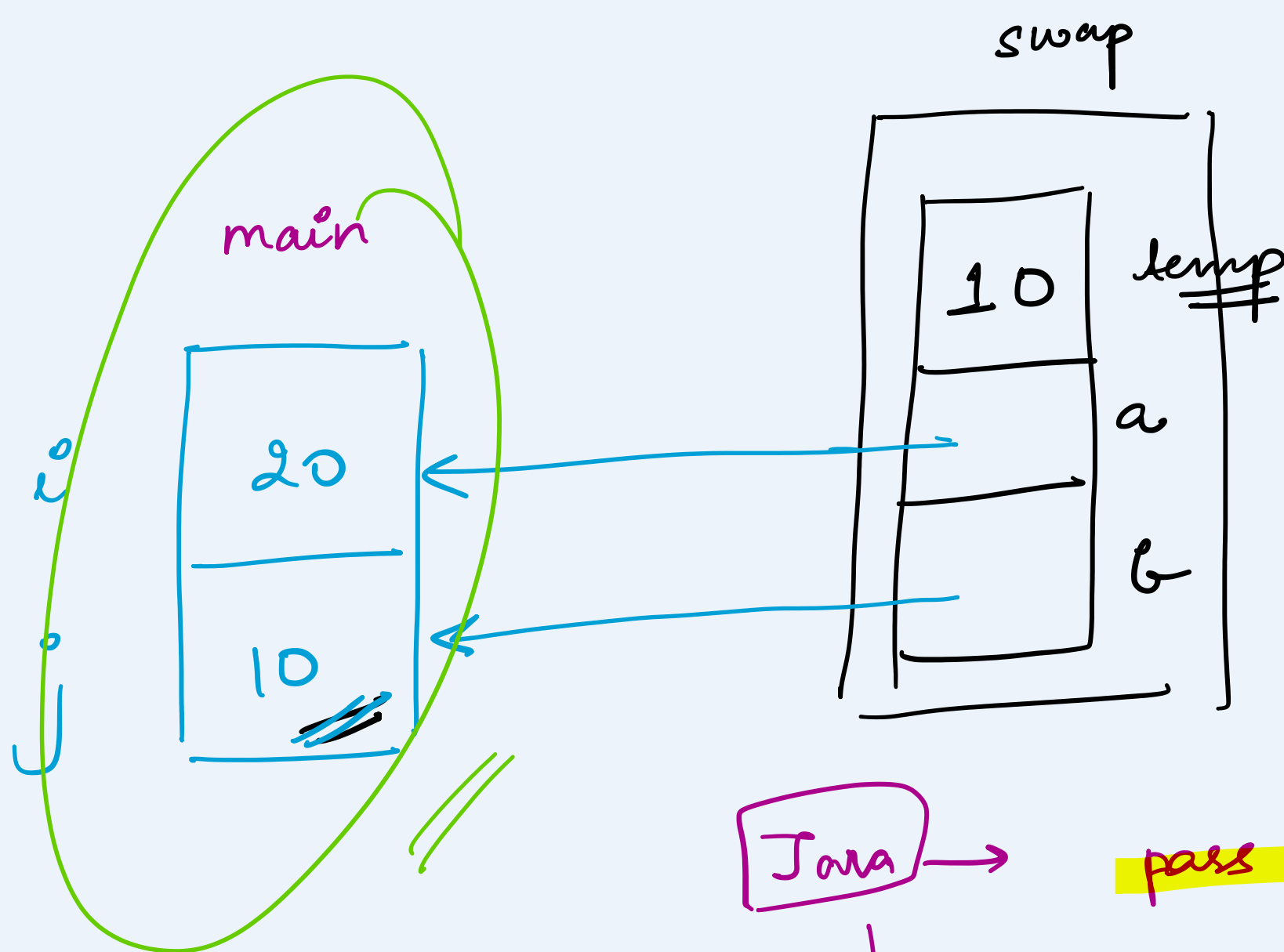
```
swap(int a, int b) {
    int temp = a;
    a = b;
    b = temp;
}
```



### Pass by reference

```
int main() {
    int i = 10;
    int j = 20;
    swap(i, j);
    print(i, j) → 20, 10
}
```

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



Java → pass by reference ✗✗

pass by value ✓✓

C++ → pass by reference ✓

pass by value ✓