

9 - Functions in C++

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- Functions are blok of code design to do a specific task
- within a class, it's called methods
- split up functions to avoid code duplication
- has na input and output
- Don't need a function for everything
 - hard to maintanin
 - make the program slower
- Every time the rogram call a function
 - we need to create the stack frame for the function
 - add to the stack
 - jump to a diferent part of a binary to execute the instranctions
 - get back to where we were
 - takes time
 - if the compile don't inline the function
- If you see yourself doing a comand task, create a function for that
- The idea is to prevent duplications
- dispite the integer, if you specify a return type, needs to return it
 - Main is na exeption
- [Functions in C++](#)

