



Week 4 tutorial

- Functions
- Style



Function

```
return_type function_name(parameters) {  
    // function body  
  
    return value;  
}
```

Cha

```
// functions.c
//
// Written by Sofia De Bellis (z5418801)
// on March 2024
//
// This program is a simple demonstration of functions
```

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

```
// Function prototype
```

```
int add(int number1, int number2);
```

Function prototype

```
int main() {
```

```
    int result;
```

```
    int num1 = 5;
```

```
    int num2 = 3;
```

```
    // Function call
```

```
    result = add(num1, num2);
```

Invocation

```
    printf("Result: %d\n", result);
```

```
    return 0;
```

```
}
```

```
// Function definition
```

```
int add(int number1, int number2) {
```

```
    // Function body
```

```
    int sum = number1 + number2;
```

```
    // return statement
```

```
    return sum;
```

```
}
```

Parameters

Function body

Return

Return type



What if we don't have any parameters ?

```
2  
3 // function prototype  
4 void print();
```



What is a life cycle in the code



You turn!

Your turn! (20 mins)

We have been provided a program which simulates a bubble tea shop and is very similar to last weeks coffee shop activity. All the code for the program is currently in the `main` function and this task involved you working together to refactor the program to use a series of functions.

```
/* return type */ check_stock(/* parameters */);  
/* return type */ calculate_cost(/* parameters */);  
/* return type */ update_stock(/* parameters */);  
/* return type */ print_order(/* parameters */);  
/* return type */ print_inventory(/* parameters */);
```



Application of functions

- Printing out values from an array
- Checking inputs from the user are valid (e.g. within a valid range of values)
- Modifying arrays in a specific way (e.g. sorting an array of ints in ascending order)
- Searching for a particular value in a collection such as an array
- Mathematical operations which require multiple lines of code
- Handling and printing error messages
- Memory allocation and value initialisation for a data structure (this will be addressed later in the term)



Style – Kahoot

Kahoot!



Summary

For variables:

- Should only have a-z A-Z, digits 0-9, and underscore _
- Not start with digits
- Can't use the key name in C like return, int.....
- Should be descriptive

For constants:

- Should be in uppercase