Lecture 6.2

Topics

1. Functions – Continued

1. Functions - Continued

In general, a function

- Is designed to **be reused** as needed during a program execution,
- Should be designed to handle **one task** at a time.

These functions may be grouped and used in another function to perform a more complex task.

When functions are used, the following processes would occur:

- i. A called function may or may not receive control (i.e., parameters or argument values) from the calling function.
 - printClassInfo() is a called function. It is called inside main().
 - main() is calling printClassInfo(); so main() is a calling function.
- ii. The called function may return one and only one value to the calling function.
- iii. During the execution of a function, it may produce side effects, which change the state of the program. Side effects may involve data from outside of the program, sending data to external files (monitor included), or variable values.

In working with functions, one should complete the following tasks:

- Specifying "Function Prototype"
- Implementing "Function Definition" (in C of course)

Note that the implementation of a function is also called function definition.

Example

```
*Program Name: cis26L0621.c
 *Discussion: Functions with no arguments but may
              return a value.
#include <stdio.h>
/*Function prototypes*/
void printClassInfo(void);
void printSquare(void);
int squareInt(void);
void printSumTwoInt(void);
int sumTwoInt(void);
/*Application driver*/
int main() {
  int iResult;
 printClassInfo();
 printf("\nCalling squareInt() : ");
  iResult = squareInt();
 printf("\nResult returned by squareInt() : %d\n", iResult);
```

```
printf("\nCalling sumTwoInt() : ");
 iResult = sumTwoInt();
 printf("\nResult returned by sumTwoInt() : %d\n", iResult);
 return 0;
/*Function definitions*/
*Function Name: printClassInfo()
*Description : Printing the class information
              : Nothing (nothing is sent to this function)
*Pre
*Post
               : None
 * /
void printClassInfo() {
 printf("\n\tCIS 26 : C Programming\n");
 printf("\n\tLaney College.\n");
 return;
}
/**
*Function Name: printSquare()
 *Description : Computing and displaying the square of
                an integer
*Pre
              : Nothing
*Post
              : Displaying square value
 * /
void printSquare() {
 int iValue;
 printf("\n Computing square of int -- printSquare():\n\
   \tEnter an integer + ENTER: ");
 scanf("%d", &iValue);
 printf("\n\tThe square of %d is %d\n", iValue,
          iValue * iValue);
 return;
}
/**
 *Function Name: squareInt()
*Description : Computing the square of an integer
*Pre
          : Nothing
*Post
             : Returning square value
* /
int squareInt() {
 int iValue;
 printf("\n Computing square of int -- squareInt():\n\
   \tEnter an integer + ENTER: ");
 scanf("%d", &iValue);
 return (iValue * iValue);
}
/**
 *Function Name: printSumTwoInt()
*Description : Computing and displaying the sum of
                two integers
*Pre
               : Nothing
 *Post
               : None
void printSumTwoInt() {
 int i1;
 int i2;
 printf("\n Computing sum of two int's -- printSumTwoInt():\n\
```

```
\tEnter an integer + ENTER: ");
  scanf("%d", &i1);
  printf("\n\tEnter an integer + ENTER: ");
  scanf("%d", &i2);
 printf("\ntThe sum of %d and %d is %d\n", i1, i2, i1 + i2);
 return;
}
 *Function Name: sumTwoInt()
 *Description : Computing the sum of two integers
       : Nothing
 *Post
             : Returning sum
 * /
int sumTwoInt() {
 int i1;
 int i2;
 printf("\n Computing sum of two int's -- sumTwoInt():\n\
   \tEnter an integer + ENTER: ");
  scanf("%d", &i1);
 printf("\n\tEnter an integer + ENTER: ");
 scanf("%d", &i2);
 return (i1 + i2);
OUTPUT
        CIS 26 : C Programming
        Laney College.
Calling squareInt() :
  Computing square of int -- squareInt():
        Enter an integer + ENTER: 5
Result returned by squareInt(): 25
Calling sumTwoInt() :
  Computing sum of two int's -- sumTwoInt():
        Enter an integer + ENTER: 6
        Enter an integer + ENTER: -7
Result returned by sumTwoInt(): -1
```