

Q) Given n and r. nCr

$$nCr = \frac{n!}{(n-r)! \cdot r!} \Rightarrow \frac{4!}{(4-2)! \cdot 2!} = \frac{24}{2 \times 2} = 6$$

$n=4$
 $r=2$
 $4 \times 3 \times 2 \times 1 = 24$
 $2 \times 1 = 2$
 $24 \div 2 = 12$
 $12 \div 2 = 6$
 i/p $n=4$ and $r=2 \Rightarrow$ o/p $\rightarrow 6$

- ① $n!$ → fact1
 - ② $(n-r)!$ → fact2
 - ③ $r!$ → fact3
- ans = $\frac{\text{fact1}}{(\text{fact2} \times \text{fact3})}$

$$n! = 5 \times 4 \times 3 \times 2 \times 1$$

$\Rightarrow 1 \times 2 \times 3 \times 4 \times 5$
 $\rightarrow n$

```

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

```

factorial

// n! without function

```
int nfact = 1
for (int i = 1; i <= n; i++) {
    nfact = nfact * i; → ①
}
```

// r!

```
int rfact = 1
for (int i = 1; i <= r; i++) {
    rfact = rfact * i; → ②
}
```

// (n-r)!

```
int nrfact = 1
for (int i = 1; i <= n-r; i++) {
    nrfact = nrfact * i; → ③
}
```

```
int ans = nfact / (rfact * nrfact)
```

cout << ans;

with function.

```
int fact(int n) {
```

only once

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

```
int nfact = fact(n); →
int rfact = fact(r); →
int nrfact = fact(n-r); →
int ans = nfact / (rfact * nrfact)
cout << ans;
```

Issues / Problem

→ code repetition.

→ lengthy / time consuming

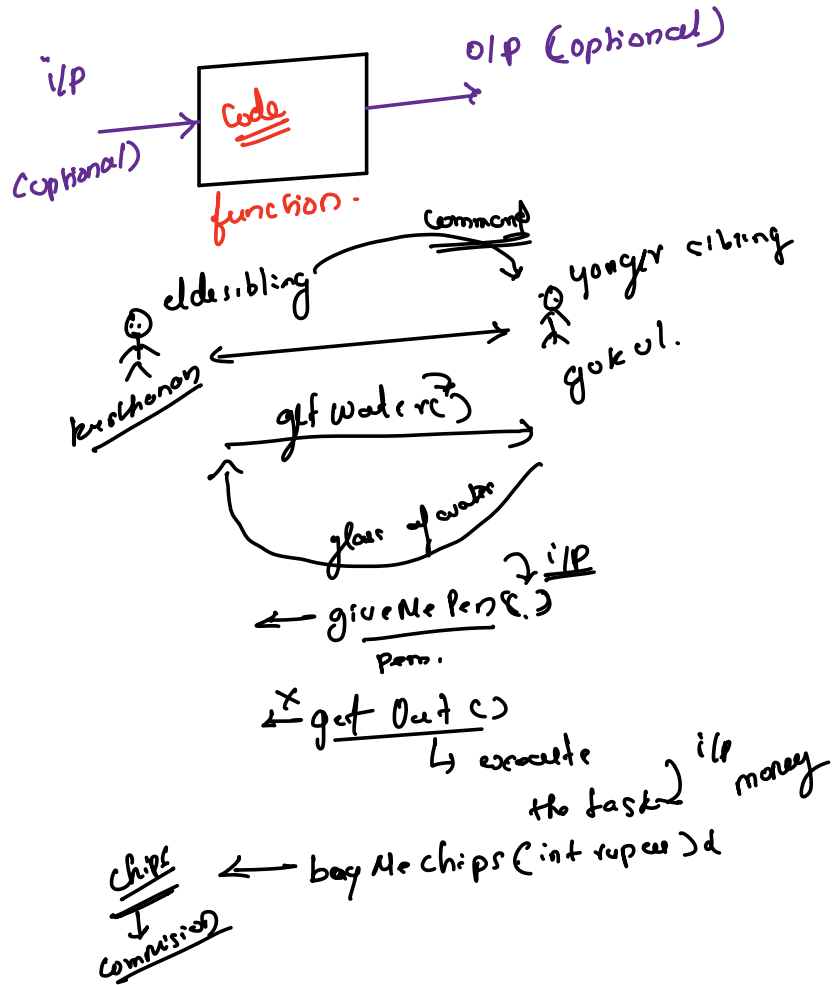
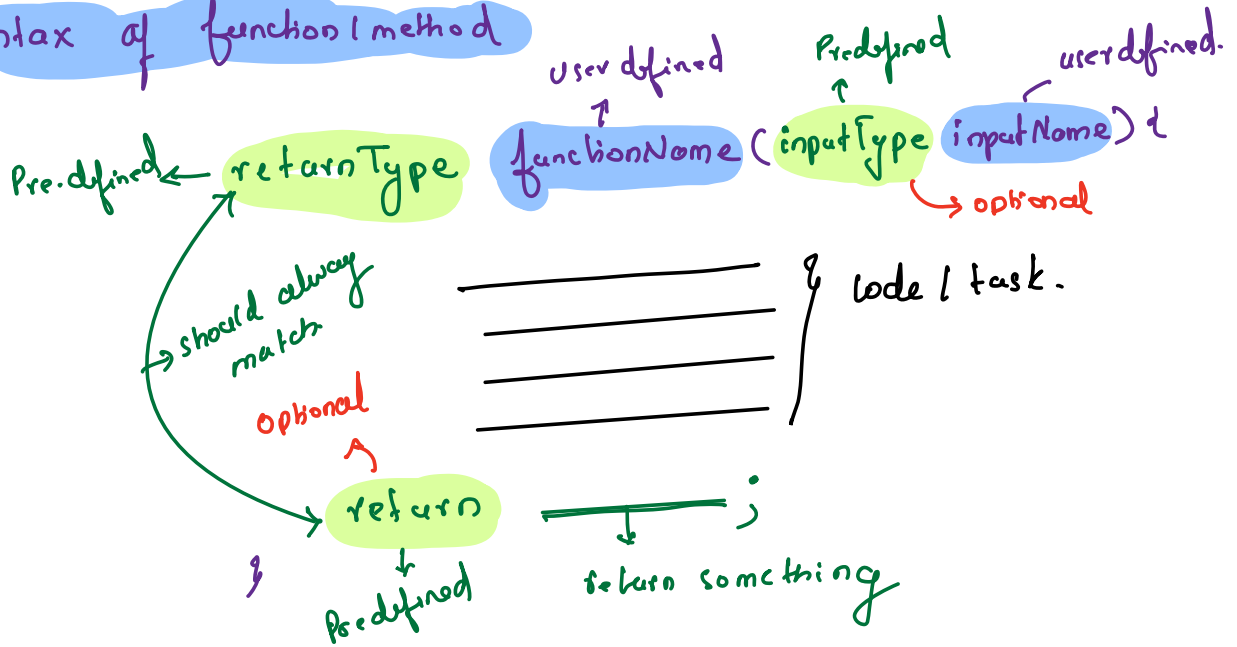
→ Error prone.

→ Maintenance hard.

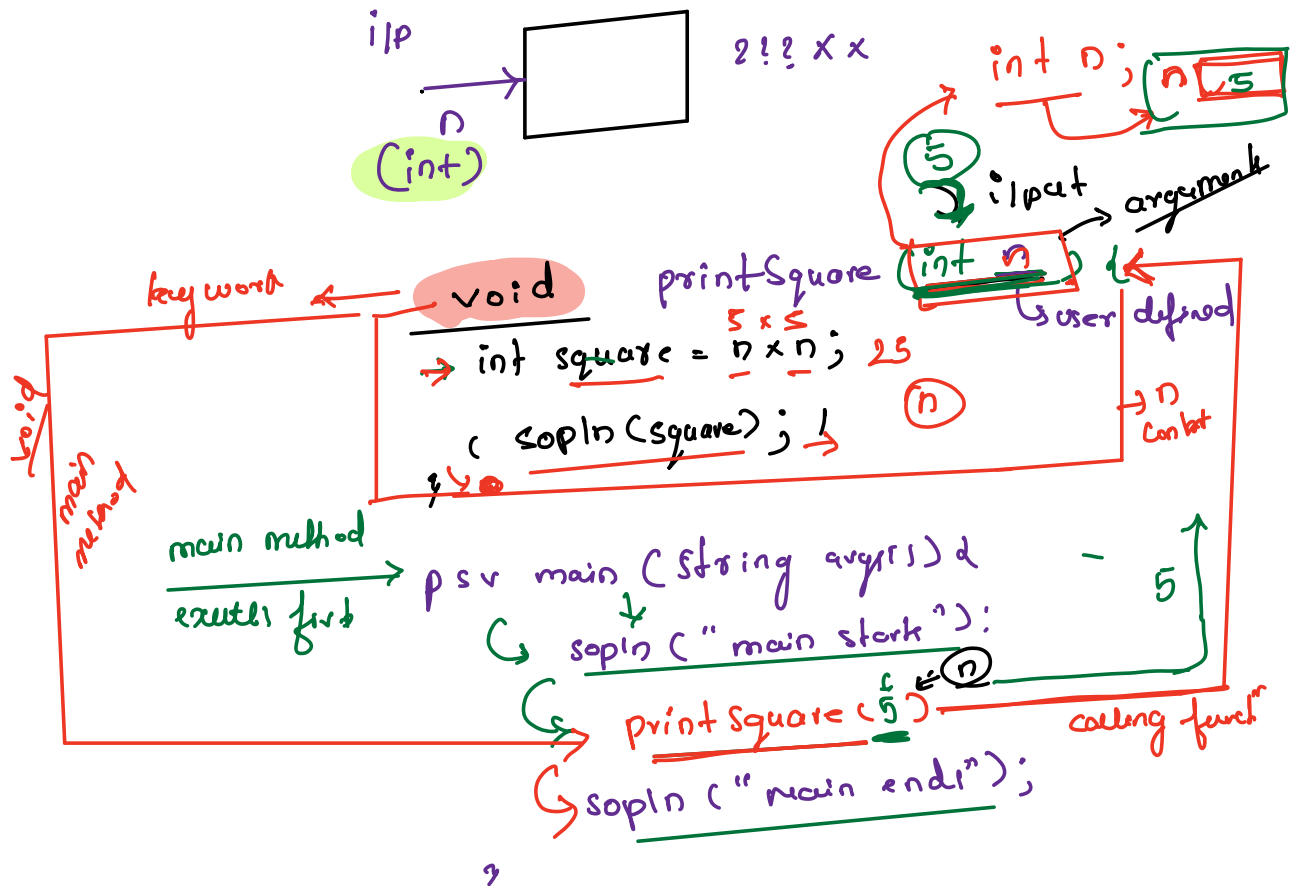
→ readability is bad

→ Functions / methods

Syntax of function / method



Q) Given n write a function, that prints square of n;



O/p) main starts.
25
main ends;

break();

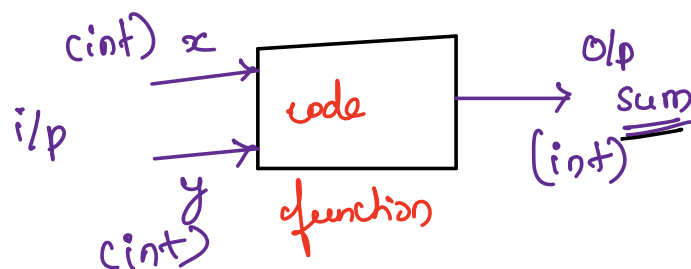
Sponsor "Rajat" = Back

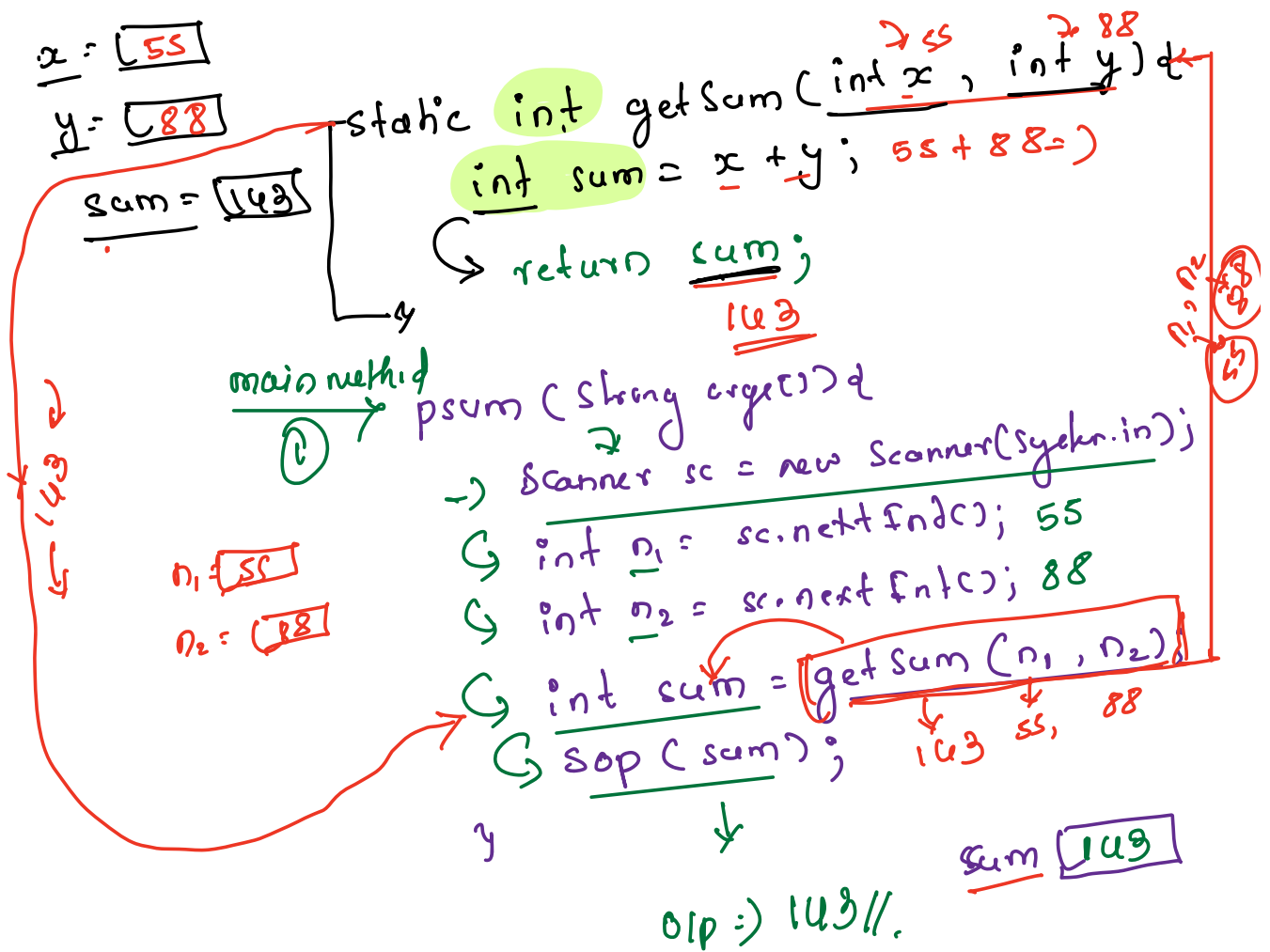
10:40 \Rightarrow 10:55 pm.

Rules of using a function/method.

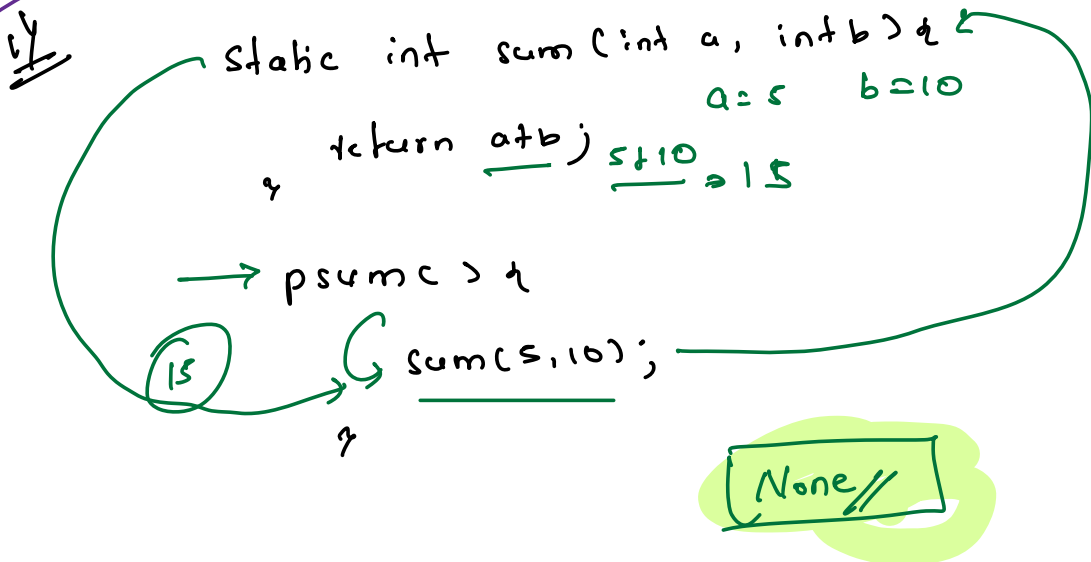
- 1) function should be within the class and outside main method.
- 2) Main method/func will get executed first.
- 3) To use the functⁿ/method we need to call it.
functionName(^{i/p});
- 4) call the function inside main method.
- 5) static keyword before returnType.
- 6) void has no return statement.
- 7) we can call function "many times";
- 8) when we call the functⁿ execution will go to that function and it will return to the main method.
- 9) returnType and return —; should be same;

Q. Given two input x and y return the sum.





Quiz



static void sum(int a, int b) {
 return a+b; } int Compilation error

→ psumc > {
 sum(5, 10);
 }

✓ static int sum(int a, int b) {
 return a+b; } → int → 10+5
 15.
 psumc > {
 → sopl(sum(5, 10));
 15
 ↳ o/p ⇒ 15

static int sum(int a, int b) {
 return a+b+10; a=5 b=10
 int s+10+10 ⇒ 25
 ↳ 10
 → psumc > {
 int ans = sum(5, 10);
 → sopl(ans); 25
 ans [25]
 [o/p = 25]

```

static int square(int a) {
    return a*a;
}
// -6 * -6
// 36
→ psum() {
    ↪ sopln(square(-6));
}

```

O/p ⇒ 36

```

public static int prod(int a, int b) {
    int c = a*b;
    return c;
}
// 2 * 5
// 10
psum() {
    ↪ int p = product(2, 5);
    ↪ sop(p);
}

```

O/p ⇒ 10.


```

public static void prod (int a, int b) {
    int c = a * b; 10      2      5
    sop(c);
    psum()
    product(2, 5);
}

```

10

```

public static void prod (int a, int b) {
    int c = a * b;
    sop(c);
    return c; → int → C.E
    psum()
    product(2, 5);
}

```

Doubt

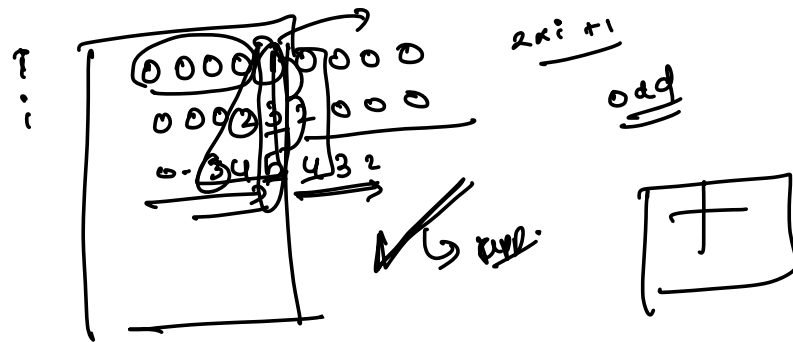
cube
125

```
static void printCube(int a) {  
    int cube = a * a * a;  
    _____ 5 * 5 * 5 → 125  
}  
  
psum() {  
    printCube(5);  
}
```

Return type

None

```
public static boolean isHigh() {  
    if (cycl == "red") {  
        return true;  
    } else {  
        return false;  
    }  
}
```



for (zero)

for (increasing)

for (decreasing)

for (zero)

