

# CSC 211: Object Oriented Programming

## Scope, Parameter passing, Call stack

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Original design and development by Dr. Marco Alvarez

# Scope of Variables, Passing Parameters

## Scope (where is a variable visible?)

- **Local** variables
  - ✓ local to a function, cannot be used outside the function
- **Global** variables
  - ✓ available to all functions in the same program
  - ✓ declared outside any function
  - ✓ not recommended, make programs difficult to maintain
- **Global** constants
  - ✓ same as global variables, but require the **const** type qualifier

### A Global Named Constant (part 1 of 2)

```
//Computes the area of a circle and the volume of a sphere.
//Uses the same radius for both calculations.
#include <iostream>
#include <cmath>
using namespace std;

const double PI = 3.14159;

double area(double radius);
//Returns the area of a circle with the specified radius.

double volume(double radius);
//Returns the volume of a sphere with the specified radius.

int main()
{
    double radius_of_both, area_of_circle, volume_of_sphere;

    cout << "Enter a radius to use for both a circle\n"
          << "and a sphere (in inches): ";
    cin >> radius_of_both;

    area_of_circle = area(radius_of_both);
    volume_of_sphere = volume(radius_of_both);

    cout << "Radius = " << radius_of_both << " inches\n"
          << "Area of circle = " << area_of_circle
          << " square inches\n"
          << "Volume of sphere = " << volume_of_sphere
          << " cubic inches\n";

    return 0;
}
```

### A Global Named Constant (part 2 of 2)

```
double area(double radius)
{
    return (PI * pow(radius, 2));
}

double volume(double radius)
{
    return ((4.0/3.0) * PI * pow(radius, 3));
}
```

### Sample Dialogue

```
Enter a radius to use for both a circle
and a sphere (in inches): 2
Radius = 2 inches
Area of circle = 12.5664 square inches
Volume of sphere = 33.5103 cubic inches
```

## Block Scope Revisited

```

1  #include <iostream>
2  using namespace std;
3
4  const double GLOBAL_CONST = 1.0;
5
6  int function1 (int param);
7
8  int main()
9  {
10     int x;
11     double d = GLOBAL_CONST;
12
13     for (int i = 0; i < 10; i++)
14     {
15         x = function1(i);
16     }
17     return 0;
18 }
19
20 int function1 (int param)
21 {
22     double y = GLOBAL_CONST;
23     ...
24     return 0;
25 }

```

Local and Global scope are examples of Block scope.  
A variable can be directly accessed only within its scope.

Block scope:  
Variable **i** has  
scope from  
lines 13-16

Local scope to  
**main**: Variable  
**x** has scope  
from lines  
10-18 and  
variable **d** has  
scope from  
lines 11-18

Global scope:  
The constant  
**GLOBAL\_CONST**  
has scope from  
lines 4-25 and  
the function  
**function1**  
has scope from  
lines 6-25

Local scope to **function1**:  
Variable **param**  
has scope from lines 20-25  
and variable **y** has scope  
from lines 22-25

from: Problem Solving with C++, 10th Edition, Walter Savitch

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## Passing parameters (pass by value)

- Parameters are actually **local variables** to the function
- The **pass by value** mechanism (default method)
  - parameters are initialized to the values of the arguments in the function call
  - when invoking a function call, **arguments are copied into the parameters** of a function

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## Lets try a swap function ...

```

void swap (int x, int y) {
    int temp;

    temp = x;
    x = y;
    y = temp;

    return;
}

```

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## What is the output?

```

#include <iostream>

void swap (int x, int y);

int main () {
    int x = 100;
    int y = 200;

    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

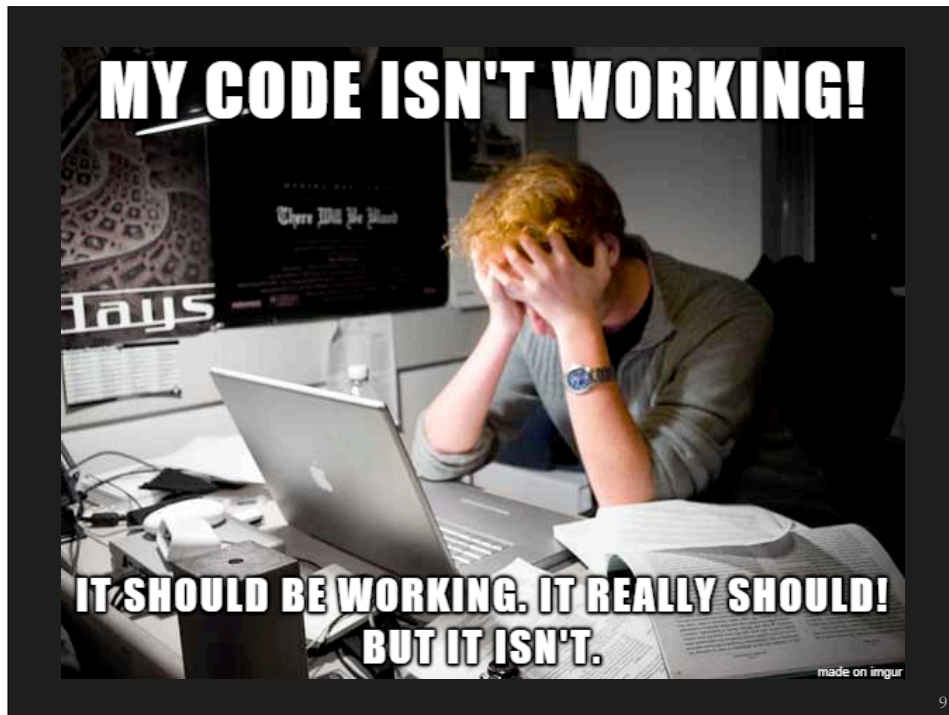
    swap(x, y);

    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

    return 0;
}

```

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An **Integrated Development Environment** (IDE) usually provides a built-in **debugger**

## References

- A **reference** is an **alias** for another variable
  - ✓ just another name for the same memory location

```
int main() {  
    int val1 = 1, val2 = 5;  
    int &ref = val1;  
  
    val1 += 1;  
    ref += 1;  
    ref = val2;  
    ref *= 2;  
  
    return 0;  
}
```

&

## Pass by reference

- You can pass arguments to functions **by reference**
- Modifying the reference parameter modifies the actual argument!

```
void swap (int& x, int& y) {  
    int temp;  
  
    temp = x;  
    x = y;  
    y = temp;  
  
    return;  
}
```

# What is the output

```
#include <iostream>

void mystery(int& b, int c, int& a) {
    a ++;
    b --;
    c += a;
}

int main() {
    int a = 5;
    int b = 10;
    int c = 15;

    mystery(c, a, b);
    std::cout << a << ' ' << b << ' ' << c << '\n';

    return 0;
}
```

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## The call stack

## Function calls and the call stack

- Variables are stored at different locations in memory
- In practice, it is well more structured ...
  - stack-based memory management** is used by many language implementations
- Program execution needs a **call stack** to deal with functions
  - a **stack frame** stores data for a function call, essentially local variables

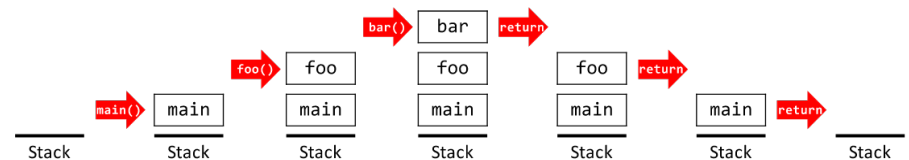
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## Stack frames

```
void bar() {
}

void foo() {
    bar();
}

int main() {
    foo();
}
```



[https://eecs280staff.github.io/notes/02\\_ProceduralAbstraction\\_Testing.html](https://eecs280staff.github.io/notes/02_ProceduralAbstraction_Testing.html)

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# Stack frames (detailed view)

```
#include <iostream>

int plus_one(int x) {
    return x + 1;
}

int plus_two(int x) {
    return plus_one(x + 1);
}

int main() {
    int result = 0;
    result = plus_one(0);
    result = plus_two(result);
    std::cout << result;
}
```

[https://eecs280staff.github.io/notes/02\\_ProceduralAbstraction\\_Testing.html](https://eecs280staff.github.io/notes/02_ProceduralAbstraction_Testing.html)

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# Trace the stack

```
int bar(int b) {
    int c = 0;
    while (b > 0){
        c += 2;
        b --;
    }
    return c; ← *Line 7*
}

int foo(int a) {
    int temp = 3;
    a = a + bar(temp);
    return a;
}

int main() {
    int a = 5;
    int b = 5;
    int c = foo(a + b);

    return 0;
}
```

Report the status of the call stack if we pause the execution of the program exactly at line number 7. Assume the stack grows from top to bottom.

Frame	Variable Name	Current Value

<https://tinyurl.com/vyxtr6key>

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## Additional remarks on functions

# Preconditions and Postconditions

### DISPLAY 5.9 Supermarket Pricing

```
1 //Determines the retail price of an item according to
2 //the pricing policies of the Quick-Shop supermarket chain.
3 #include <iostream>
4 const double LOW_MARKUP = 0.05; //5%
5 const double HIGH_MARKUP = 0.10; //10%
6 const int THRESHOLD = 7; //Use HIGH MARKUP if "expected"
7 //to sell in 7 days or less
8 void introduction();
9 //Postcondition: Description of program written
10 void getInput(double& cost, int& turnover);
11 //Precondition: User is ready to enter values correctly.
12 //Postcondition: The value of cost has been set to the
13 //wholesale cost of one item. The value of turnover has been
14 //set to the expected number of days until the item is sold
15 double price(double cost, int turnover);
16 //Precondition: cost is the wholesale
17 //turnover is the expected number of days
18 //Returns the retail price of the item.
19 void giveOutput(double cost, int turnover, double price);
20 //Precondition: cost is the wholesale cost of one item; turnover is the
21 //expected time until sale of the item; price is the retail price of the item.
22 //Postcondition: The values of cost, turnover, and price are
23 //written to the screen.
24 int main()
25 {
26     double wholesaleCost, retailPrice;
27     int shelfTime;
28     introduction();
29     getInput(wholesaleCost, shelfTime);
30     retailPrice = price(wholesaleCost, shelfTime);
31     giveOutput(wholesaleCost, shelfTime, retailPrice);
32     return 0;
33 }
34 //Uses iostream:
35 void introduction()
36 {
37     using namespace std;
38     cout << "This program determines the retail price for\n";
39     << "an item at a Quick-Shop supermarket store.\n";
40 }
41 //Uses iostream:
42 int& getIn (double& cost, int& turnover)
43 {
44     using namespace std;
45     cout << "Enter the wholesale cost of item: $";
46     cin >> cost;
47     cout << "Enter the expected number of days until sold: ";
48     cin >> turnover;
49 }
50 //Returns the retail price of the item
51 double price(double cost, int turnover)
52 {
53     if (turnover <= THRESHOLD)
54         return cost * (1 + LOW_MARKUP);
55     else
56         return cost * (1 + HIGH_MARKUP);
57 }
58 //Uses defined constants
59 double price(double cost, int turnover)
60 {
61     if (turnover <= THRESHOLD)
62         return cost * (1 + LOW_MARKUP);
63     else
64         return cost * (1 + HIGH_MARKUP);
65 }
66 }
67 }
68 }
69 }
70 }
```

from: Problem Solving with C++, 10th Edition, Walter Savitch

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# Testing and Debugging

- › Each function must be tested as a separate and independent unit
- › Once properly tested, the function then can be used in the program

Functions must be tested in environments where every other function has already been fully tested and debugged

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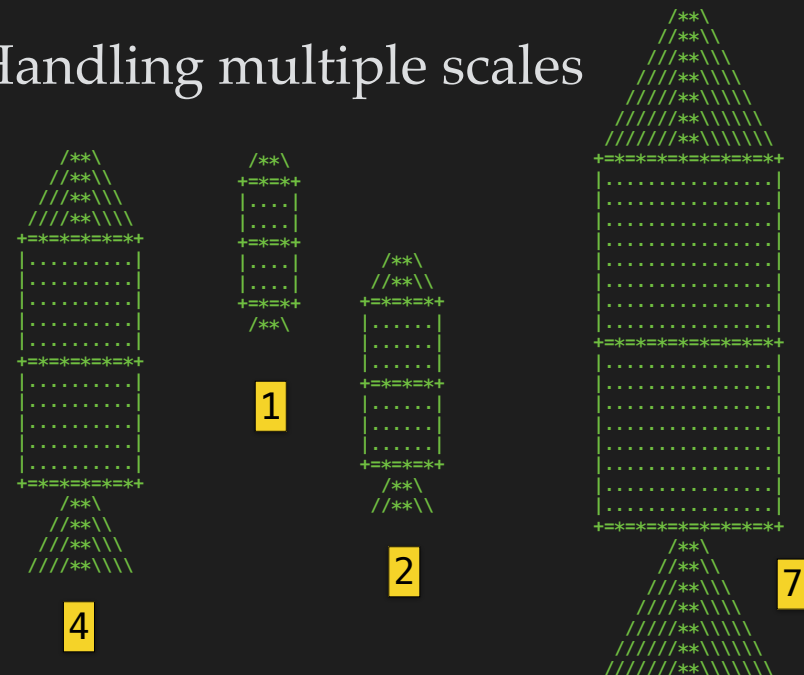
## Example - Ascii Art

## Decomposition - dealing with complexity



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## Handling multiple scales



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