

# Function



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# Agenda

- **Function Introduction**
- **Function call vs Function Definition**
- **Predefined and user-defined functions**
- **Flow of program containing multiple functions**
- **Benefits of function**
- **Ways to define a function**
- **Header file and Library Files**

# Function Introduction

- **Function is a basic building block of a c program.**
- **Function is a block of code, which has some name for identification.**
- **A c program can have any number of functions.**
- **Function names must be unique in a program.**

```
Function Name()  
{  
    // some code;  
}
```



**Function  
Definition**

# Function call vs Function Definition



```
{  
    code;  
    ----  
    ----  
    f1();  
    ----  
}
```

```
f1()  
{  
    printf("Hello, ");  
    printf("I am a Function\n");  
}
```

- **Function is a way to implement modularization**
- **Modularization is splitting up of a bigger task into several smaller sub-tasks to reduce the complexity of a problem.**
- **You can compile a C++ file without having `main()` function but cannot run.**

# Function are of two types :-

- **Predefined functions**
- **User - defined functions**

## Predefined functions

- **exit()**

## user-defined functions

- **int main()**  
    {  
        .....  
        .....  
        .....  
    }

# Flow of a program

```
main()
```

```
{
```

```
    a();
```

```
    b();
```

```
    a();
```

```
}
```

```
a()
```

```
{
```

```
    cout<<"Hello";
```

```
}
```

```
b()
```

```
{
```

```
    cout<<"Tasin";
```

```
    a();
```

```
}
```

**Programs, memory**

HelloTasinHelloHello

# **Benefits of function**

- **Easy to Read**
- **Reduce complexity**
- **Easy to modify**
- **Easy to debug**
- **Code reusability**
- **Avoids rewriting**
- **Better memory utilization**



# **Ways to define a function**

- **Takes Nothing, Returns Nothing**
- **Take Something, Returns Nothing**
- **Takes Nothing, Return Something**
- **Take Something, Return Something**

# TNRN

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

→ **Function call**

```
void add()
{
    int a, b, c;
    cout<<"Enter two Numbers : ";
    cin>>a>>b;
    c = a+b;
    cout<<"Sum is "<<c);
}
```

→ **Function definition**

# TSRN

```
int main()
```

```
{
```

```
    add(10,20); —————→ Actual Argument
```

```
}
```

```
void add(int a, int b) —————→ Formal Arguments
```

```
{
```

```
    int c;
```

```
    c = a+b;
```

```
    cout<<"Sum is "<<c;
```

```
}
```

**TNRS**



**TSRS**

# Header file and Library Files

The background of the slide features abstract, overlapping green geometric shapes, primarily triangles and polygons, in various shades of green, creating a modern and dynamic visual effect.