

Function:-

Function Structure.

return_type Function_name (Parameter1, Parameter2)

Function
Declare

Function
define

```
{
    {
        code ..... Part
    }
    return value;
}
```

return-type :- What type of data he will given.
(int, float, double, boolean, char, void)

Q. Check given no is Prime or Not?

```
bool isPrimeNo ( int n ) {
```

```
    if ( n < 2 ) {
        return 0;
```

```
    }
    for ( int i = 2; i < n; i++ ) {
        if ( n % i == 0 ) {
            return 0;
```

```
        }
    }
    return 1;
}
```


0!=1
1!=1

Q. Find an Factorial of given number.

```
int isFact ( int n) {
```

```
    if (n==0) {
```

```
        return 1;
```

```
    }
```

```
    int ans = 1;
```

```
    for ( int i=1; i<=n; i++) {
```

```
        ans = ans * i;
```

```
    }
```

```
    return ans;
```

```
}
```

Function calling

```
int main() {
```

```
    int a, b;
```

```
    cin >> a >> b;
```

```
    cout << isPrimeNo(a);
```

```
    cout << isFact(a);
```

```
    cout << isPrimeNo(b);
```

```
    cout << isFact(b);
```

```
    cout << isPrimeNo(b-a);
```

```
    cout << isFact(b-a);
```

arguments

What is the Use of Function?

- i) To reduce the repeated the written code into one code.
- ii) Readability increases.
- iii) Reusability increases.

Write a Function code for some of two number.

```
int isSum (int a, int b) {
```

```
    int ans = 0;
```

```
    ans = a + b;
```

```
    return ans;
```

```
}
```

```
int main() {
```

```
    int a, b;
```

```
    cin >> a >> b;
```

```
    cout << isSum (a, b);
```

```
}
```

Default Parameter :-

```
int isMul (int a, int b = 3) // default
```

```
    return a * b;
```

```
}
```

```
int main() { int a, b;
```

```
    cin >> a >>
```

```
    cout << isMul (a);
```

empty for b.

Here not passing value of b.

classmate
Date _____
Page _____

To Hum Arguments Pass karte hai vo to

① Pass by value ② Pass by reference.

Pass by value

Here we create
all copy of
variables

```
void isSwap(int a, int b)
```

```
{
```

```
    int c;
```

```
    a = b;
```

```
    c = a;
```

```
    a = b;
```

```
    b = c;
```

```
}
```

```
int main() {
```

```
    int a, b;
```

```
    cin >> a >> b;
```

```
    isSwap(a, b);
```

```
    cout << a << b;
```

```
}
```

I/P a = 4 b = 5

O/P a = 4 b = 5

Pass by reference

We change in
original variable
direct pass original
variable.

```
void isSwap(int &a, int &b)
```

```
{
```

```
    int c;
```

```
    c = a;
```

```
    a = b;
```

```
    b = c;
```

```
}
```

```
int main() {
```

```
    int a, b;
```

```
    cin >> a >> b;
```

```
    isSwap(a, b);
```

```
    cout << a << b;
```

```
}
```

I/P a = 5 b = 7

O/P a = 7 b = 5

