

# Diploma in **Computer Science**

Variable Arguments



## Objectives

Recall the role of arguments in functions



Comprehend the concept of variable arguments



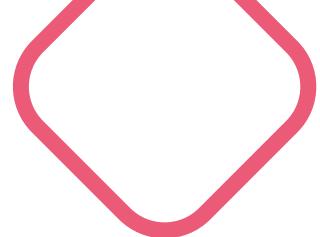
Explain arguments in a program



Use the functions contained in the stdarg header file



# Arguments



# A step back...

**Arguments take two forms:**

- **Actual arguments**
- **Formal arguments**



# Formal parameters

Variables declared in function prototype or definition

```
Int calculation(int x, int y);
```

Example

Use numbers, expressions, or function calls as actual parameters



# Arguments

Not in the form of declarations

Implemented in the call to the function



# Passing arguments to functions



# Methods of passing arguments



## Two ways:

- As a value: a copy is passed on to the function
- As an address: function has direct access



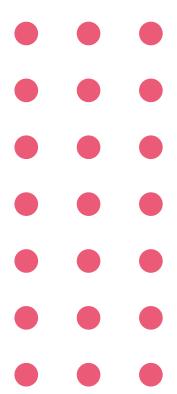
# Variadic functions



# Arguments in varying quantities



- Once code is compiled, arguments cannot be modified
- Don't know how much data will be encountered at runtime
- With C, can send a variable number of arguments to a function
- Not an issue if you roughly know number of elements



# Why do we need variadic functions?

When you define an ordinary function, you need to supply a specific number of arguments.



# Variable arguments

- Some functions expect a varying number of arguments
- Variadic functions solve this by allowing you to supply the function with a variable number of arguments
- Have one function that creates any number of array elements
- Function becomes a variadic function





# Example: printf function

- Can handle just about any amount of information
- Anything between the parentheses is an argument
- Gets passed to the printf function and info is displayed on screen



# Example: printf function

```
int a=0, b=1, c=2;  
printf("%d , %d ,%d", a,b,c);  
printf("%d ,%d", a,c);
```

Example

Both arguments are syntactically correct.





## Example: scanf function

```
scanf("%d", amount);
```

Example

Variable arguments offer greater flexibility.

# Variadic functions

```
int functionname (int firstargument, ...);
```

Syntax



# Variadic function



```
#define __va_argsiz(t) (((sizeof(t) + sizeof(int) -  
    1) / sizeof(int)) * sizeof(int))  
// several lines are skipped  
#if defined __GNUC__ && __GNUC__ >= 3  
Typedef __builtin_va_list va_list;  
#else  
Typedef char* va_list;  
#endif  
// several lines are skipped  
#ifdef __GNUC__  
#define va_start ( ap, pn ) ((ap) = ((va_list)  
    __builtin_next_arg(pn)))  
#else  
#define va_start ( ap, pn ) ((ap) = ((va_list) (&pn)  
    + __va_argsiz(pn)))  
#endif  
// several lines are skipped  
#define va_arg(ap, t) (((ap) = (ap) +  
    __va_argsiz(t)), *((t*) (void*) ((ap) -  
    __va_argsiz(t))))  
// several lines are skipped  
#define va_end(ap) ((void)0)
```

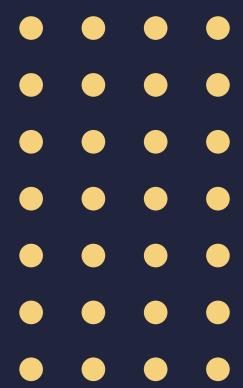
Example





## vfprintf function

Three macros and one special data type are used to implement the variadic functions, namely `va_start`, `va_arg`, `va_end` and `va_list`.



# Variadic function components



`typedef va_list: list of variable arguments`



`char*: initialised by the address of the first variable argument`



`Holds information about next va_arg()`



`Computer gets all subsequent argument values by calling va_arg() repeatedly`

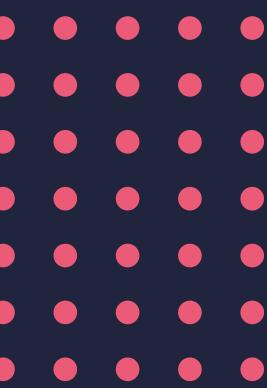


`va_list: tracks progression`



`va_start(): initialises the variable va to point to variable argument after count`





# **va\_start(va\_list ap, pn);**



Takes a va\_list variable, ap, and the last-named parameter, pn, as its input



Initialises ap by adding the size of pn to its address



After calling va\_start, ap points to the address of first unnamed parameter





# **va\_start(va\_list ap, pn);**



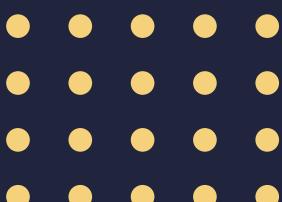
Takes the va\_list variable ap and the type of the next unnamed parameter T as input



Returns the value of the next unnamed parameter



If the va\_arg() function is invoked, and there are no more arguments, it results in undefined behaviour



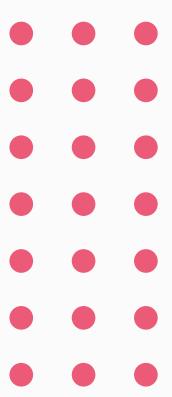


# Standard argument header: stdarg...



...is used to write programs that accept an indefinite number of arguments





# Indefinite arguments



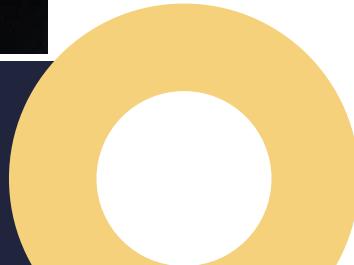
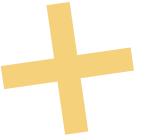
- Size of the unnamed argument list is generally an unknown value
- No reliable way to pass unnamed arguments into another variadic function
- Number and size of arguments passed into that call will still need to be known at compile time

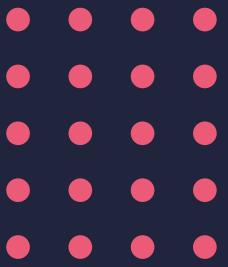




# Indefinite arguments

- Most standard libraries provide alternative way to access the unnamed argument list  
Example: `vfprintf()`
- Providing variadic API functions without also providing equivalent functions accepting `va_list` instead is considered bad programming practice





# Variable argument pitfalls



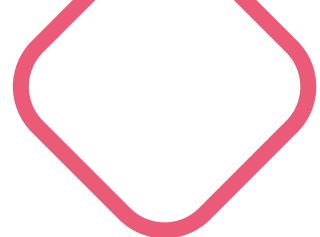
- Compiler usually cannot check argument types
- Typecasting conversions should be considered
- Type promotions and demotions will also result in undefined behaviour
- Receiving function must expect the new types

*Hello World!* exposes  
some of the most  
dangerous features  
of the language.

Did you  
know?



# Our project





# Planning

- Start with problem statement
- Plan solution with series of steps



## Step 1: Build a solution

- Write down ways to solve the problem
- Flesh out the probable solution
- Think of strategy that the program will follow

## Step 2: Write pseudocode

- Gives flexibility when strategising how the program will work
- Provides rough idea for flow chart





## Step 3: Draw the flow chart

- Program must be in logical state
- Flow chart needs to be as detailed as possible
- Stick to pseudocode for consistency



## Step 4: Write actual code

- Stick to pseudocode for guidance
- Keep visualisation of completed solution in mind



## More about our project....

- Will be on a system that accepts student details
- Calculates average marks and totals
- Menu for user to pick from
- Fully-functional program

