

10/1/21 Note

Word of Caution

- function & are not the same in math function
  - they may/ not return a value (void returns nothing)
  - may/ may not have side-effects
- sub routine in other languages
- In Java, it's a method

How is it different?

- both have domain and range
- In C, we call function
  - function, it returns value

function in programming:

- block of code that performs a certain task
- defined exactly once.
- must be declared before they are used.
- can declare & call a function as many times as desired.
- main()
  - is a special function.
  - It is run when program starts.
  - All other functions are subordinate main()

Why do we like functions?

- functions should:
  - define abstraction
  - give names to seqs. of code
  - hide the implementation
- use them to:
  - refactor repeated seqs. of code
  - simplify code to aid understanding
- Functions should never be:
  - Arbitrary seqs. of statements



## Function definition

- function head
  - return type
    - define type of functions return value
    - return type could be void or any obj. type (except array)
  - function name
    - contained in comma separated list of decl.
    - if function has no parameter then void.
- function block/body
  - declaration
    - declared variable inside a funct. block are local
  - assign new

## Return values

- funct. returns a value
  - may be void
  - return a struct (not recommended)
  - return a pointer
  - not an array

## Function naming

- same naming rule as variable
- can't start
  - start w/ a number or any punctuation other than `_` or `$`
- my\_function\_name



## Parameters or Arguments

- If we have  $f(x) = x \log(x)$  and we write  $f(2)$  we substitute 2 for  $x$  and get  $2 \log(2)$ .
- This is call-by-name and is rare.
- C supports this as default subs in macros w/ C Preprocessor.
- Most prog. lang. use either call-by-name, call-by-reference or both.
- C uses call-by-value except for arrays, and only b/c of their relation to pointers.

## Parameters

- Formal parameters.
  - name of parameter as it's used in body
- Actual parameters.
  - name of value that is passed to func
  - the value can be copied to the formal param.
  - or a ref. reference to the actual parameter
- Copy-in-Copy out means that in order to pass a value, value is copied into the func and then copied back out.
- C does not support this.

## Call-by-value.

- all functions use this.
- Arguments passed into a function are copied.
  - any changes made to the parameters inside function has no effect
- the called function copies the values:



Call-by-reference  
rets.

Ternary operator

```
int h = (x < 1) ? 1 : x;  
if (x < 1) {  
    return 1;  
} else {  
    return x;  
}
```

swap()

does not have true call-by-reference so we use pointers.

Addressing initial & values are passed to arguments

```
void swap(int *a, int *b) {  
    int temp = *a;  
    *a = *b;  
    *b = temp;  
    return;  
}
```

int main(void) {

int x = 5;

int y = 7;

swap(&x, &y);

printf("val x = %d", x);

printf("val y = %d", y);



## Function prototype

• syntax!

~~return type function name param;~~

return type function-name param;

- prototype must be declared either at beginning of program or in included header files.

## #include

- a preprocessor directive,
  - Before compilation, C source files are processed by preprocessor
  - preprocessor is a macro processor to transform programs before compilation
  - macros in C operate through text replacement
- replacing code of given file into C source file
- used to include functions defined in other libraries

## #define

- A preprocessor directive that defines a macro for the program
- C preprocessor performs all text replacement for defined macros prior to compilation

## Conditional directives

- a set of preprocessor directives that use conditional statements to include code selectively.
- #if, #ifdef, #ifndef, #else, #endif, #error, #warning, #pragma, #line, #include, #define, #undef, #if, #ifdef, #ifndef, #else, #endif, #error, #warning, #pragma, #line, #include, #define, #undef



## Header file

should only contain things that are shared b/t source files

#ifndef is. #pragma once.

· #ifndef checks macro will always work (use it more portably)

## extern

· extends visibility of var and functions such that they can be called by any program file.

## static

· can be declared in and outside function.