

Programming Fundamentals

Course Code: CS-111

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Goals for today

- To review the basics of C++
 - Function



Learning Objectives

- ❑ Functions
 - ❑ Types of Functions
 - ❑ User Defined Functions
 - ❑ Function Declaration
 - ❑ Function Definition
 - ❑ Function Call
 - ❑ Scope of Function
 - ❑ Passing parameters to functions
 - ❑ Pass by value
 - ❑ Pass by reference
 - ❑ Returning value from function
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Learning Objectives

- ❑ Passing Array as Parameter/Argument
- ❑ Declaring function with array as parameter
- ❑ Function definition with array as parameter
- ❑ Calling function with array as parameter
- ❑ Function Overloading



CLO Covered

- CLO1: Describe fundamental problem-solving techniques and logic constructs. GA 1
- CLO2: Apply basic programming concepts. GA2
- CLO3: Analyze and solve the real-world problems by using programming constructs. GA3

Functions

- ❑ A function is a named block of code that performs some action.
- ❑ The statements written in a function are executed when it is called by its name.
- ❑ Each function has a unique name.
- ❑ Functions are the building blocks of C++ programs. They encapsulate pieces of code to perform specified operations.
- ❑ The functions perform similar kinds of task again and again without writing the same code again.
- ❑ They are used to perform the tasks that are repeated many times.



Functions

- ❑ The control moves in the function when a function is called.
- ❑ All statements of the function are executed and then the control again moves back to the point where the function was called along with possible return value.
- ❑ The functions provide a **structured programming** approach.
- ❑ It is a **modular way of writing programs**. As, the whole program logic is divided into number of smaller modules or functions.
- ❑ The main function calls these functions when they are needed to execute.



Types of Functions

- There are two types of functions
- **Built-in Functions(Standard Functions)**
 - Functions that have already been defined as a part of language.
 - These functions are stored in header files.
- **User-defined Functions**
 - A type of function created by user.
 - It has a unique name.
 - A program may contain many user-defined functions.



User Defined Functions

- It has three parts
 - Function declaration(prototype)
 - Function definition
 - Function calling



Function Declaration

- ❑ It is a model of a function also called as function prototype.
- ❑ It tells the compiler about the structure of the function to be used in the program.
- ❑ Function prototypes are usually placed at the beginning, just before the main () function.
- ❑ **Function declaration/ prototype has three parameters:**
 - ❑ Function return type
 - ❑ Function name
 - ❑ Number and types of parameters



Function Declaration

- Function declaration is terminated by a semicolon.
- Similar to declaration of a variable and the **rules for naming the functions is also same as for naming variables**
- **Syntax**

return-Type function-Name (parameters if any);

Function Declaration

- Examples:
- `int sum(int , int);`
- `void display();`
- `void myFunction(void);`
- `void line(char);`
- `float sum();`
- `void print(int, float , char);`

Function Definition

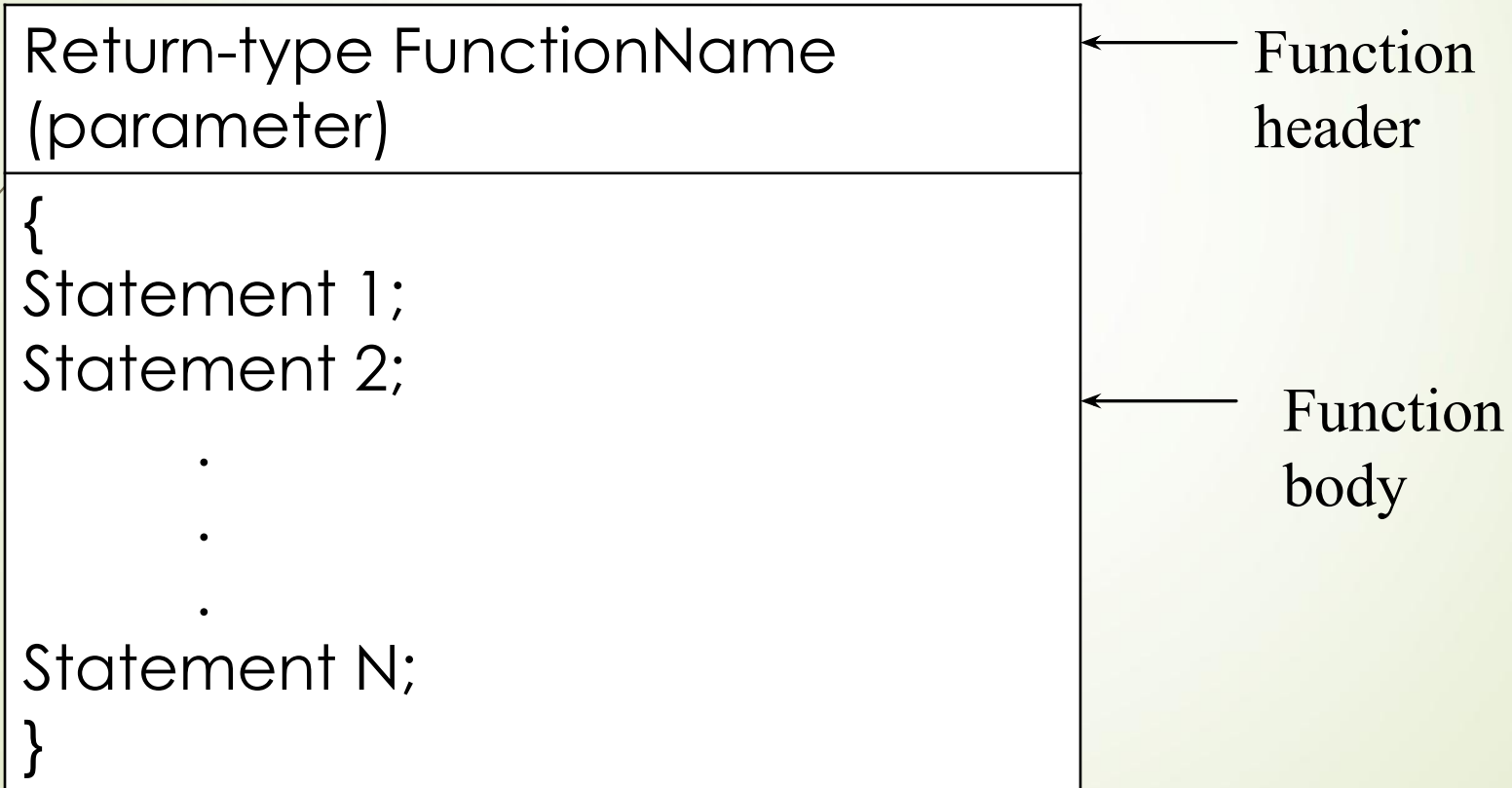
- ❑ A set of statements that explains what a function does is called function definition.
- ❑ The function definition can be written at the following places
 - ❑ Before main()
 - ❑ After main function()
 - ❑ In a separate file
- ❑ Function declaration is
 - ❑ Not required if the function definition is written before main() function.
 - ❑ Is compulsory if the function definition is written after main() function.
- ❑ If function definition is written in a separate file then it can be used by including that file in the program using **#include** preprocessor directive.

Function Definition

- ❑ Function definition consists of two parts
- ❑ **Function Header**
 - ❑ It is the first line of function definition also called as function declarator.
 - ❑ It is not terminated with semicolon.
 - ❑ The number of parameters and sequence parameters in function header and function prototype/declaration must be same.
- ❑ **Function Body**
 - ❑ The set of statements which are executed inside the function and perform a specific task.
 - ❑ It appears after function declarator and the statements are written in curly braces { }

Function Definition

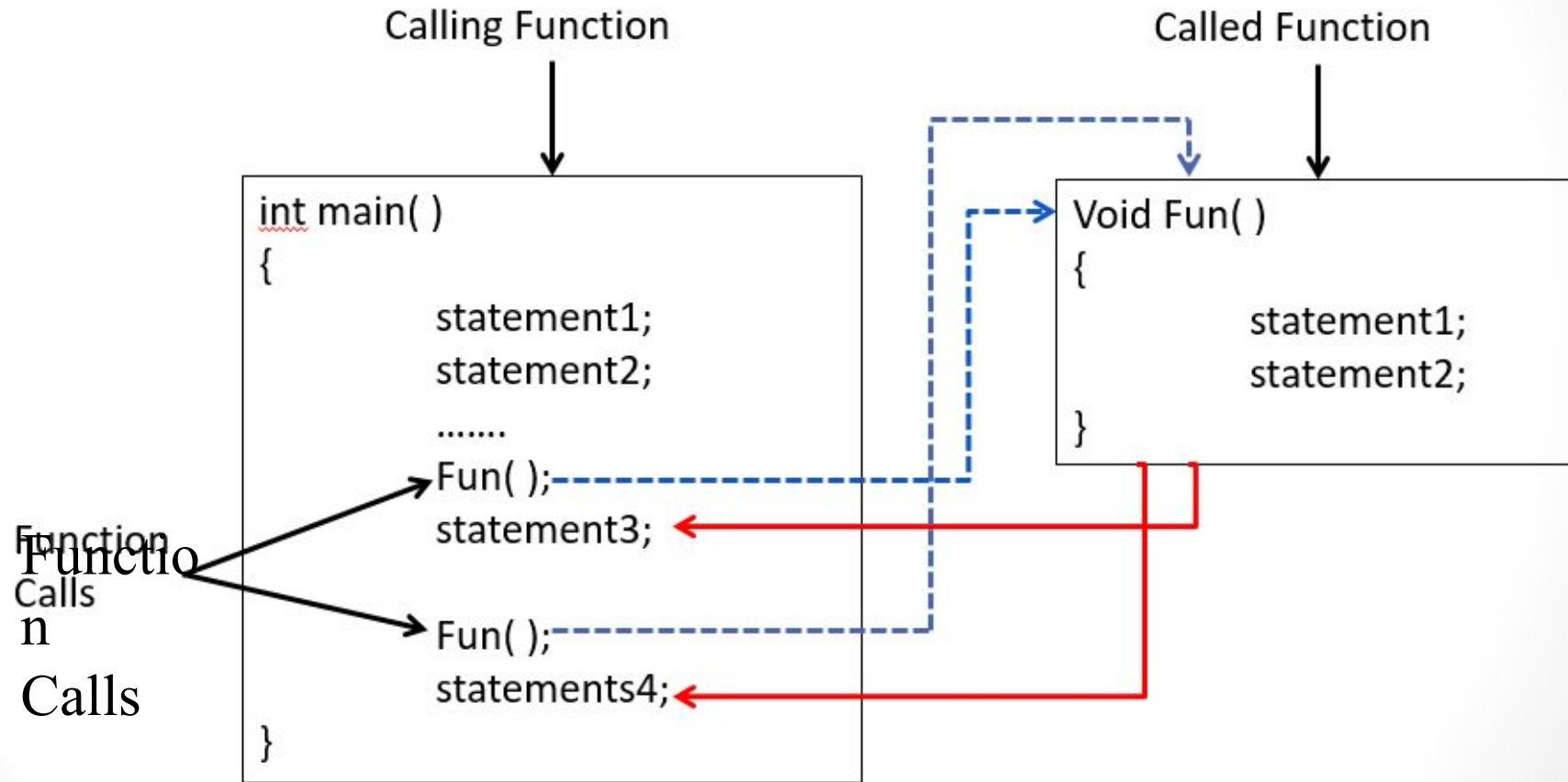
Syntax



Function Call

- ❑ The statement that activates a function is known as function call.
- ❑ A function is called with its name
- ❑ The parameters(if any) are given in the parentheses after the name of function otherwise left blank.
- ❑ **When a function is called,**
 - ❑ the control shifts to the function definition.
 - ❑ The statements of the body of the function are executed.
- ❑ **After execution:**
 - ❑ The control returns to the calling function
 - ❑ and the next statements that comes immediately after the function call is executed.

Function Call



Example

```
#include<iostream>
using namespace std;
void display();//function declaration

int main() //start of main function
{

cout<<"this is first line"<<endl;
display(); //function call
cout<<"ok";
} // end of main

//function definition
void display()
{
cout<<"my first function"<<endl;
}
```

Output

Example

```
#include<iostream>
using namespace std;
void starline(); //function declaration
int main() //start of main function
{
    starline(); //function call
    cout<<"Name    Age"<<endl;
    starline(); //function call
    cout<<"ali  19"<<endl;
    cout<<"huma 20"<<endl;
    starline(); //function call
} // end of main

//function definition
void starline()
{
    for(int i=0 ; i<10 ; i++)
        cout<<"*";
    cout<<endl;
}
```

```
*****
Name    Age
*****
ali  19
huma 20
*****
```