

CSC 211: Computer Programming

Scope, Parameter passing, Call stack

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Administrative Notes

- Exam#01 next Tuesday
 - ✓ Calculator without internet Ok (no phone)
 - ✓ 8x11 hand written cheat sheet
 - ✓ last day of exam content

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Scope of Variables, Passing Parameters

Scope (where is a variable visible?)

- **Local** variables
 - ✓ local to a function, cannot be used outside the function
- **Global** variables
 - ✓ available to all functions in the same program
 - ✓ declared outside any function
 - ✓ not recommended, make programs difficult to maintain
- **Global** constants
 - ✓ same as global variables, but require the **const** type qualifier

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A Global Named Constant (part 1 of 2)

```
//Computes the area of a circle and the volume of a sphere.
//Uses the same radius for both calculations.
#include <iostream>
#include <cmath>
using namespace std;

const double PI = 3.14159;

double area(double radius);
//Returns the area of a circle with the specified radius.

double volume(double radius);
//Returns the volume of a sphere with the specified radius.

int main()
{
    double radius_of_both, area_of_circle, volume_of_sphere;

    cout << "Enter a radius to use for both a circle\n"
    << "and a sphere (in inches): ";
    cin >> radius_of_both;

    area_of_circle = area(radius_of_both);
    volume_of_sphere = volume(radius_of_both);

    cout << "Radius = " << radius_of_both << " inches\n"
    << "Area of circle = " << area_of_circle
    << " square inches\n"
    << "Volume of sphere = " << volume_of_sphere
    << " cubic inches\n";

    return 0;
}
```

A Global Named Constant (part 2 of 2)

```
double area(double radius)
{
    return (PI * pow(radius, 2));
}

double volume(double radius)
{
    return ((4.0/3.0) * PI * pow(radius, 3));
}
```

Sample Dialogue

```
Enter a radius to use for both a circle
and a sphere (in inches): 2
Radius = 2 inches
Area of circle = 12.5664 square inches
Volume of sphere = 33.5103 cubic inches
```

from: Problem Solving with C++, 10th Edition, Walter Savitch

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Block Scope Revisited

```
1  #include <iostream>
2  using namespace std;
3
4  const double GLOBAL_CONST = 1.0;
5
6  int function1 (int param);
7
8  int main()
9  {
10     int x;
11     double d = GLOBAL_CONST;
12
13     for (int i = 0; i < 10; i++)
14     {
15         x = function1(i);
16     }
17     return 0;
18 }
19
20 int function1 (int param)
21 {
22     double y = GLOBAL_CONST;
23     ...
24     return 0;
25 }
```

Local and Global scope are examples of Block scope.
A variable can be directly accessed only within its scope.

Block scope:
Variable **i** has
scope from
lines 13-16

Local scope to
main: Variable
x has scope
from lines
10-18 and
variable **d** has
scope from
lines 11-18

Global scope:
The constant
GLOBAL_CONST
has scope from
lines 4-25 and
the function
function1
has scope from
lines 6-25

Local scope to **function1**:
Variable **param**
has scope from lines 20-25
and variable **y** has scope
from lines 22-25

from: Problem Solving with C++, 10th Edition, Walter Savitch

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Passing parameters (pass by value)

- Parameters are actually **local variables** to the function
- The **pass by value** mechanism (default method)
 - parameters are initialized to the values of the arguments in the function call
 - when invoking a function call, **arguments are copied into the parameters** of a function

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Lets try a swap function ...

```
void swap (int x, int y) {
    int temp;

    temp = x;
    x = y;
    y = temp;

    return;
}
```

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What is the output?

```
#include <iostream>

void swap (int x, int y);

int main () {
    int x = 100;
    int y = 200;

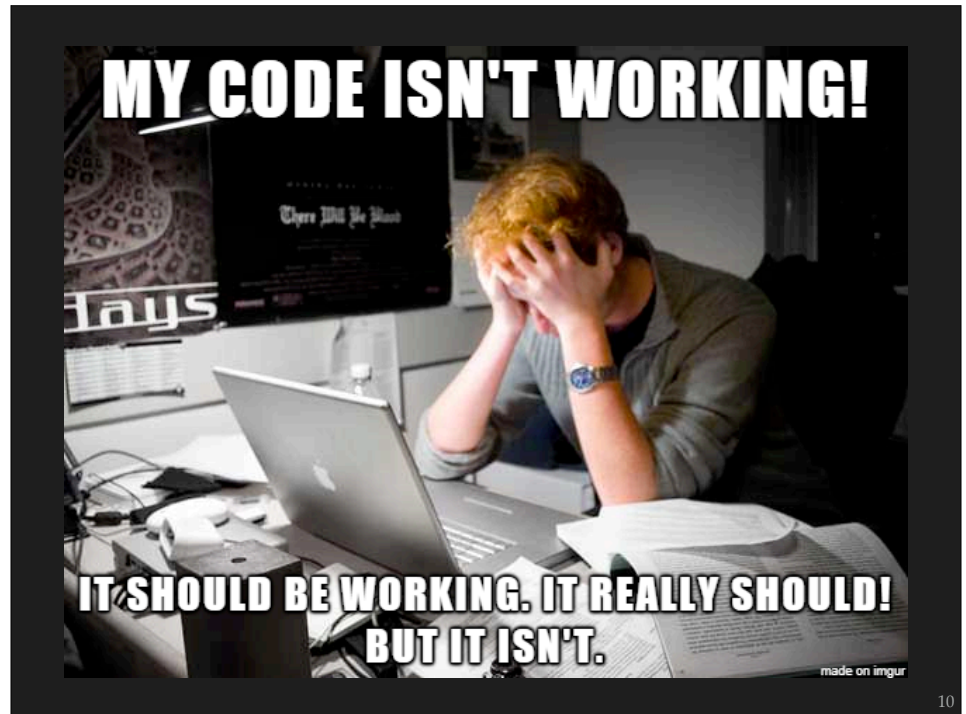
    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

    swap(x, y);

    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

    return 0;
}
```

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An **Integrated Development Environment** (IDE) usually provides a built-in **debugger**

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References

- A **reference** is an **alias** for another variable
 - just another name for the same memory location

```
int main() {
    int val1 = 1, val2 = 5;
    int &ref = val1;

    val1 += 1;
    ref += 1;
    ref = val2;
    ref *= 2;

    return 0;
}
```

&

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References

```
int main() {
    int val1 = 1, val2 = 5;
    int &ref = val1;

    val1 += 1;
    //checkpointA
    ref += 1;
    //checkpointB
    ref = val2;
    //checkpointC
    ref *= 2;
    //checkpointD

    return 0;
}
```

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Pass by reference

- You can pass arguments to functions **by reference**
- Modifying the reference parameter modifies the actual argument!

```
void swap (int& x, int& y) {
    int temp;

    temp = x;
    x = y;
    y = temp;

    return;
}
```

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What is the output?

```
#include <iostream>

void swap (int &x, int &y);


int main () {
    int x = 100;
    int y = 200;

    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

    swap(x, y);

    std::cout << "Value of x :" << x << '\n';
    std::cout << "Value of y :" << y << '\n';

    return 0;
}
```



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What is the output

```
#include <iostream>

void mystery(int& b, int c, int& a) {
    a ++;
    b --;
    c += a;
}

int main() {
    int a = 5;
    int b = 10;
    int c = 15;

    mystery(c, a, b);
    std::cout << a << ' ' << b << ' ' << c << '\n';

    return 0;
}
```

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The call stack

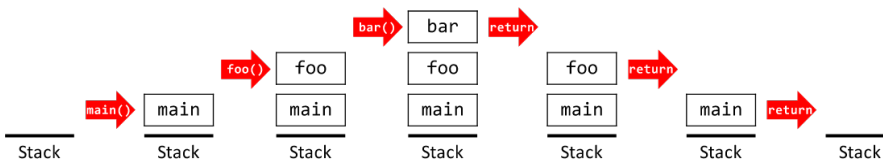
Function calls and the call stack

- Variables are stored at different locations in memory
- In practice, it is well more structured ...
 - stack-based memory management** is used by many language implementations
- Program execution needs a **call stack** to deal with functions
 - a **stack frame** stores data for a function call, essentially local variables

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Stack frames

```
void bar() {  
}  
  
void foo() {  
    bar();  
}  
  
int main() {  
    foo();  
}
```



Stack frames (detailed view)

```
#include <iostream>  
  
int plus_one(int x) {  
    return x + 1;  
}  
  
int plus_two(int x) {  
    return plus_one(x + 1);  
}  
  
int main() {  
    int result = 0;  
    result = plus_one(0);  
    result = plus_two(result);  
    std::cout << result;  
}
```

Trace the stack

```
int bar(int b) {  
    int c = 0;  
    while (b > 0){  
        c += 2;  
        b -= 2;  
    }  
    return c; ← *Line 7*  
}  
  
int foo(int a) {  
    int temp = 7;  
    a = a + bar(temp);  
    return a;  
}  
  
int main() {  
    int a = 5;  
    int b = 5;  
    int c = foo(a + b);  
  
    return 0;  
}
```

Report the status of the call stack if we pause the execution of the program exactly at line number 7.
Assume the stack grows from top to bottom.

Frame	Variable Name	Current Value

<https://tinyurl.com/vyxr6key>

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Additional remarks on functions

Preconditions and Postconditions

DISPLAY 5.9 Supermarket Pricing

```
1 //Determines the retail price of an item according to  
2 //the pricing policies of the Quick-Shop supermarket chain.  
3 #include <iostream>  
4 const double LOW_MARKUP = 0.05; //5%  
5 const double HIGH_MARKUP = 0.10; //10%  
6 const int THRESHOLD = 7; //Use HIGH_MARKUP if expected  
7 //to sell in 7 days or less  
8 void introduction();  
9 //Postcondition: Description of program written  
10 void getInput(double& cost, int& turnover)  
11 //Precondition: User is ready to enter values correctly.  
12 //Postcondition: The value of cost has been set to the  
13 //wholesale cost of one item. The value of turnover has been  
14 //set to the expected number of days until the item is sold.  
15 double price(double cost, int turnover)  
16 //Precondition: cost is the wholesale cost of one item; turnover is the  
17 //turnover is the expected number of days until the item is sold.  
18 //Returns the retail price of the item.  
19 void giveOutput(double cost, int turnover, double price);  
20 //Precondition: cost is the wholesale cost of one item; turnover is the  
21 //expected time until sale of the item; price is the retail price of the item.  
22 //Postcondition: The values of cost, turnover, and price are set.  
23 //Written to the screen.  
24 int main() {  
25 {  
26     double wholesaleCost, retailPrice;  
27     int shelfTime;  
28     introduction();  
29     getInput(wholesaleCost, shelfTime);  
30     retailPrice = price(wholesaleCost, shelfTime);  
31     giveOutput(wholesaleCost, shelfTime, retailPrice);  
32     return 0;  
33 }  
34 //Uses iostream:  
35 void introduction() {  
36 {  
37     using namespace std;  
38     cout << "This program determines the retail price for\n";  
39     << "an item at a Quick-Shop supermarket store.\n";  
40 }  
41 //Uses iostream:  
42 void getInput(double& cost, int& turnover)  
43 {  
44     using namespace std;  
45     cout << "Enter the wholesale cost of item: $";  
46     cost << " ";  
47     cout << "Enter the expected number of days until sold: ";  
48     cin >> turnover;  
49 }  
50 //Returns the retail price:  
51 double price(double cost, int turnover)  
52 {  
53     using namespace std;  
54     cout.setf(ios::fixed);  
55     cout.setf(ios::showpoint);  
56     cout.precision(2);  
57     if (turnover <= THRESHOLD)  
58         return cost * (1 + LOW_MARKUP);  
59     else  
60         return cost * (1 + HIGH_MARKUP);  
61 }  
62 //Uses defined const  
63 double price(double cost, int turnover)  
64 {  
65     if (turnover <= THRESHOLD)  
66         return cost * (1 + LOW_MARKUP);  
67     else  
68         return cost * (1 + HIGH_MARKUP);  
69 }  
70 }
```

from: Problem Solving with C++, 10th Edition, Walter Savitch

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Testing and Debugging

- Each function must be tested as a separate and independent unit
- Once properly tested, the function then can be used in the program

Functions must be tested in environments where every other function has already been fully tested and debugged

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