

CSC 211: Object Oriented Programming

Scope, Parameter passing, Call stack

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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';

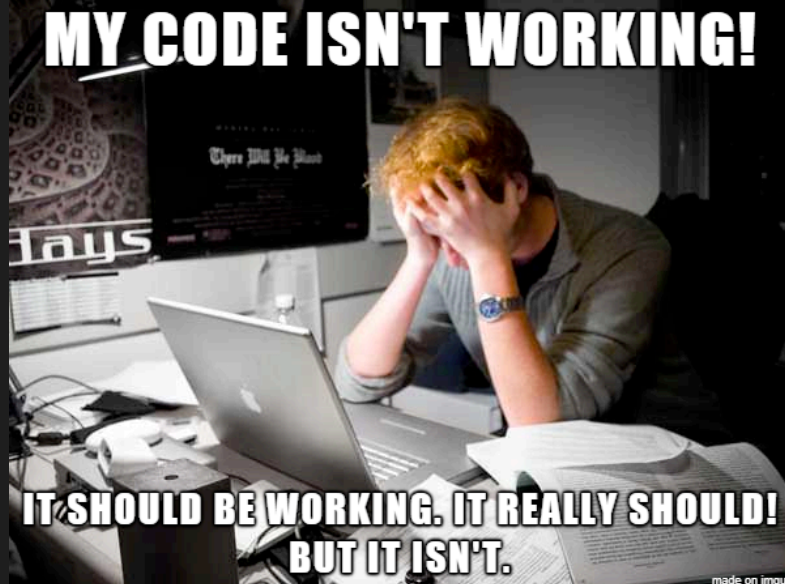
    swap(x, y);

    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**

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;  
}
```

&

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;  
}
```

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

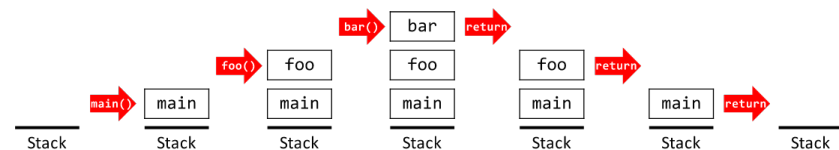
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Stack frames

```
void bar() {
}

void foo() {
    bar();
}

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



https://eecs280staff.github.io/notes/02_ProceduralAbstraction_Testing.html

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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;
}
```

https://eecs280staff.github.io/notes/02_ProceduralAbstraction_Testing.html

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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 "expect"
7 //is set to 7 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's sale.
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.
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 have been
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 //Use 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 = 0;
47     cout << "Enter the expected number of days until sold: ";
48     cin >> turnover;
49 }
50 //Returns the retail price of the item.
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     double retailPrice;
58     if (turnover <= THRESHOLD)
59         retailPrice = cost * (1 + LOW_MARKUP);
60     else
61         retailPrice = cost * (1 + HIGH_MARKUP);
62     return retailPrice;
63 }
64 //Uses defined constants
65 double price(double cost, int turnover)
66 {
67     if (turnover <= THRESHOLD)
68         return (cost * (1 + LOW_MARKUP));
69     else
70         return (cost * (1 + HIGH_MARKUP));
71 }
```

THRESHOLD:

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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Example - Ascii Art

Decomposition - dealing with complexity



The diagram illustrates the concept of decomposition, showing a large, multi-colored triangle on the left, composed of smaller triangles of various colors (red, green, blue, yellow, orange, purple). To the right of this triangle is a large, light blue rectangle. The entire graphic is set against a dark blue background.

Handling multiple scales

1

2

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