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CSC 133-GW

Lecture 9 Hw

P 443 #20, 32 (WS), 36, 38

* 1. Prototype: void func(int, double&, char)

Heading: void func(int first, double& second, char ch)

Body: int num;

double y;

int u;

num = 2 \* first;

y = second \* first;

u = static\_cast<int> (ch);

second = num + y \* u;

Definition: void func(int first, double& second, char ch)

{

int num;

double y;

int u;

num = 2 \* first;

y = second \* first;

u = static\_cast<int> (ch);

second = num + y \* u;

}

* 1. Function call statements: func(num, one, ch);

func(16, one, ‘%’)

Formal parameters: (first, second, ch)

Actual parameters: (num, one, ch) and

(16, one, ‘%’)

* 1. Value parameters: first, ch

Reference parameters: second

* 1. Local variables: num, one, ch, num, y, u   
     Global variables: temp
  2. Name constants: NUM

1. The signature of a function consists of the function name and its formal parameter list.
2. 1. num1 num2 z num3 output: **num3 = -2**

7 7 2.5

9 7 2.5

9 7 29.5

9 7 29.5 -2

* 1. num1 num2 z num3 output: **num3 = -8**

8 2 2.5

10 2 2.5

10 2 27.0

10 2 27.0 -8

* 1. num1 num2 z num3 output: **num3 = -6**

0 1 7.5

7 1 7.5

7 1 53.5

7 1 53.5 -6

* 1. num1 num2 z num3 output: **num3 = -2**

1 2 3.0

4 2 3.0

4 2 14.0

4 2 14.0 -2