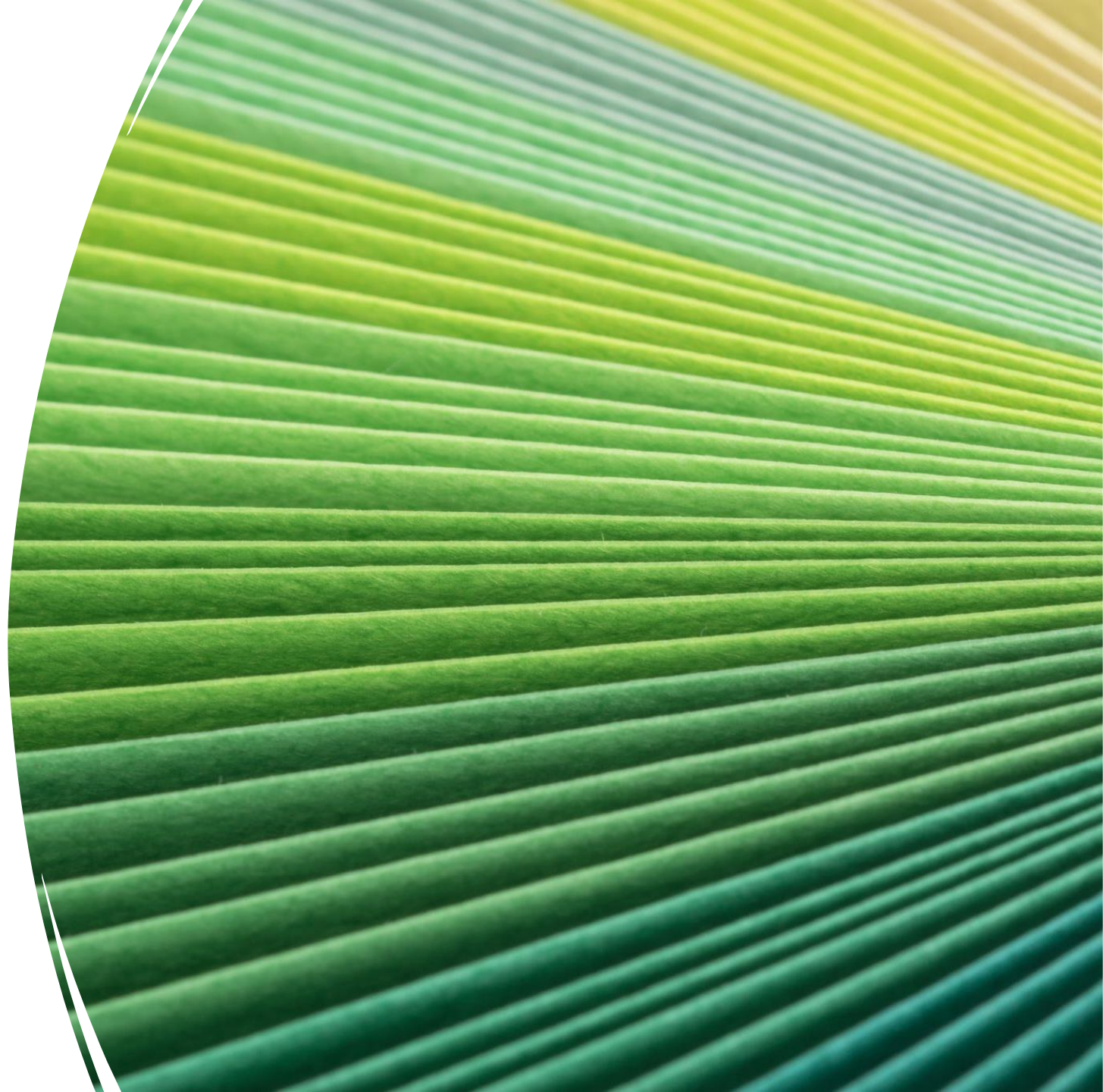


Introduction to Computing and Programming

Functions

Recap

- Multi-Dimensional Arrays
- Basics of Function
- Scope of Functions



Content

**Function
Arguments**

**Mid-sem
Paper
Discussion**

**Function
with Arrays**



Functions

Function basics & Motivations

- Program **redundancy can be reduced** by creating a grouping of predefined statements for repeatedly used operations, known as a function.
- This is Temperature conversion code;
- Cluttered repeated code; **Error in c3;**

Main program

```
c1 = (f1 - 32.0) * (5.0 / 9.0)
```

```
c2 = (f2 - 32.0) * (5.0 / 9.0)
```

```
c3 = (f3 + 32.0) * (5.0 / 9.0)
```

Function basics & Motivations Cont..

- // Function to convert Fahrenheit to Celsius

```
float F2C(float f){  
float c = (f - 32.0) * (5.0 / 9.0);  
return c;}
```

- The impact is even greater when the operation has **multiple statements**.
- The main program is much simpler.

```
F2C(f)  
    c = (f - 32.0) * (5.0 / 9.0)  
    return c
```

*Calculation only
written once*

```
Main program  
    c1 = F2C(f1)  
    c2 = F2C(f2)  
    c3 = F2C(f3)
```

Simpler

Defining a Function

- The **general skeleton of a function** in C is as follows:

```
return_type function_name ( parameter list ) {  
    // body of the function  
}
```

Example: `int add(int a, int b){
 return (a+b);}`

- A **function definition** in C consists of:
 - a function header and
 - a function body
- **Function Declaration:**
 - Tells the compiler about a function's name, return type, and parameters
 - A function definition provides the actual body of the function

Function an Example:

- ✧ The following function returns the max between two numbers

```
int getMax (int num1, int num2) {  
    /* local variable declaration */  
    int result;  
    if (num1 > num2)  
        result = num1;  
    else  
        result = num2;  
    return result;  
}
```

Function
Name

Function Paramerters

Return
Type

Return
value

Body of the function

Scope of the variables

✧ Scope of the variables defined in a function?

```
int getMax (int num1, int num2) {  
    /* local variable declaration */  
    int result;  
    if (num1 > num2)  
        result = num1;  
    else  
        result = num2;  
    return result;  
}
```

The values of the variables:
num1, **num2**, and **results** are
purely local in this function.

Once the execution is over,
these variables are not available
for other parts of the program

Functions – A Simplified Example

- A simplified version of the same function that finds the maximum of two integers: m, n

```
int getMax(int num1, int num2) {  
    return ((num1 > num2) ? num1 : num2);  
}
```

Functions – main()

- How do we call getMax function from main()?

```
int main(void) {
```

```
    int m = 10, n = 27;
```

```
    printf("\nm = %d, n = %d\n", m, n);
```

```
    int max = getMax(m,n);
```

```
    printf("\nMax = %d\n", max);
```

```
    return 0;
```

```
}
```

Function that finds max(m,n)

```
/* The complete Program – finding max of m and n */  
#include <stdio.h>
```

```
int getMax(int num1, int num2) {  
    return ((num1 > num2) ? num1 : num2);  
}
```

```
int main(void) {  
    int m = 10, n = 27;  
    printf("\nm = %d, n = %d\n", m, n);
```

```
    int max = getMax(m,n);  
    printf("\nMax = %d\n", max);  
    return 0;
```

```
}
```

Function
getMax() is
defined before
main(). So
function
declaration is
implicit

Where is the function defined?

```
/* The complete Program – finding max of m and n */  
#include <stdio.h>
```

```
/* Function Declaration is required */  
int getMax(int, int);
```

```
int main(void) {  
    int m = 10, n = 27;  
    printf("\nm = %d, n = %d\n", m, n);
```

```
    /* Calling the function */  
    int max = getMax(m,n);
```

```
    printf("\nMax = %d\n", max);  
    return 0;
```

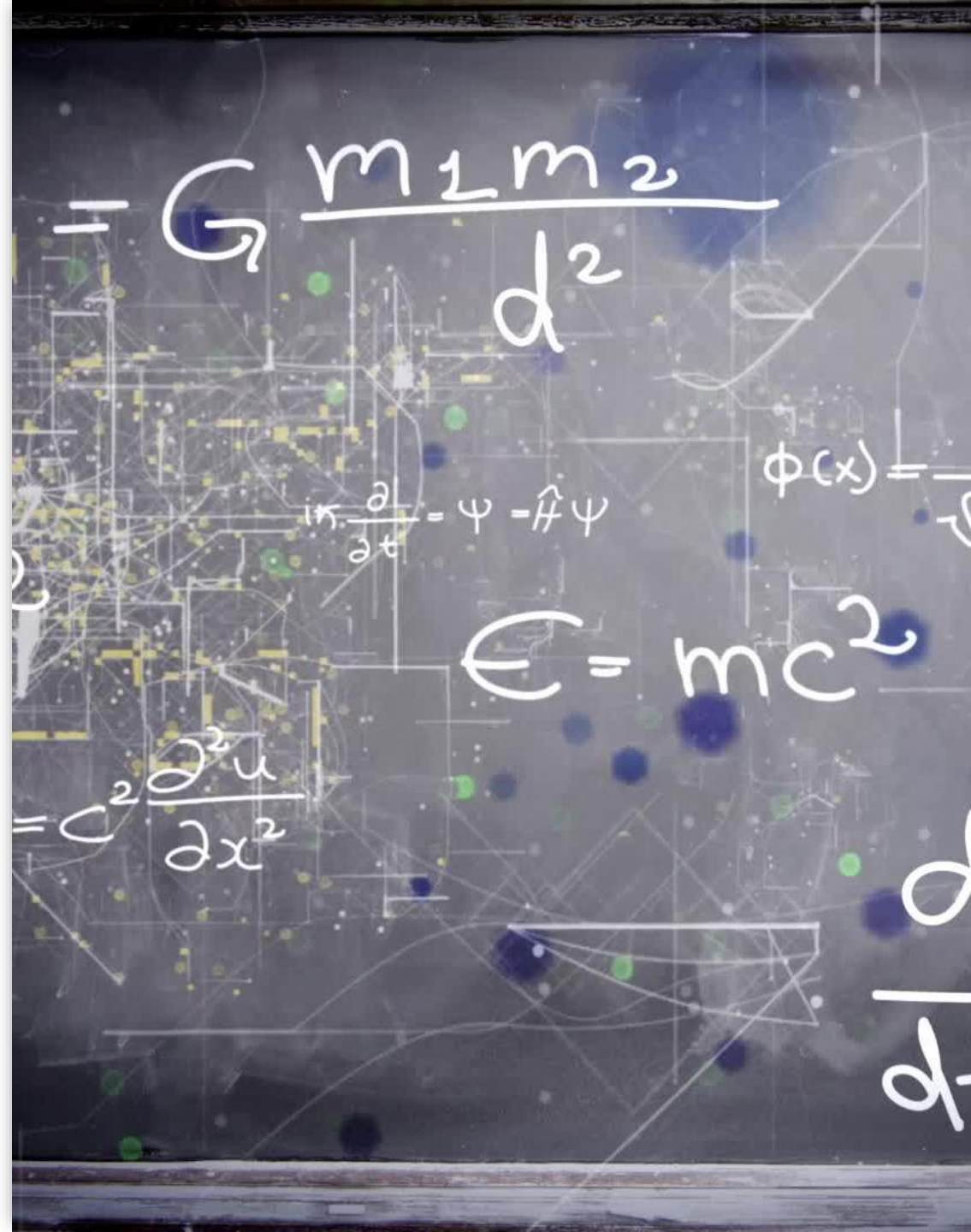
```
}  
int getMax(int num1, int num2) {  
    return ((num1 > num2) ? num1 : num2);  
}
```

Function **getMax()** is defined after **main()**.

So the function declaration is needed

Function Arguments

- A function argument (or parameter) is a **value passed to a function** when it is called.
- The function can use these values to perform its task.
- **Two types:**
 1. Formal Arguments (declared in the function definition): Formal parameters behave like local variables inside the function and are **created upon entry** into the function and **destroyed upon exit**.
 2. Actual Arguments (provided during the function call)



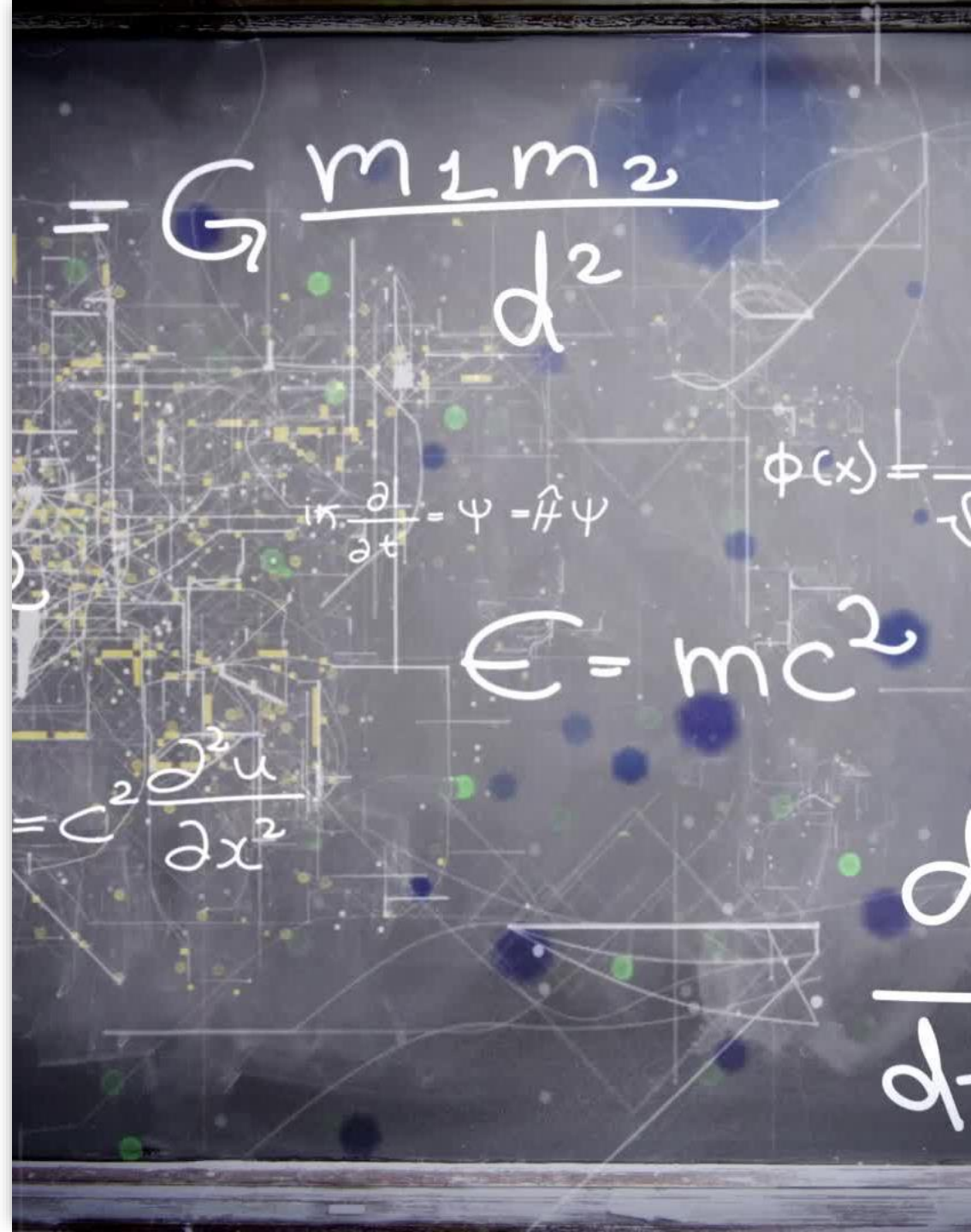
Function Arguments Example

1. Formal Arguments:

Example: `int add(int a, int b) {
 return a + b;
}`

2. Actual Arguments: Arguments are passed to the function when it is called

Example: `int result = add(5, 10);` // 5
and 10 are actual arguments



Function Call with Arguments

- Two ways to call a function:
 - **Call by Value**
 - **Call by Reference**
- arguments can be passed to a function using any of the above way

Call by Value

A copy of the actual argument is passed to the function.

Modifying the parameter inside the function does not affect the original argument.

Example:

```
void changeValue(int x) {  
    x = 20;  
}  
  
int main() {  
    int num = 10;  
    changeValue(num);  
    printf("%d", num); // Output: 10  
}
```

20

x

10

num

Another Example of Call by Value

```
#include <stdio.h>
```

```
// Function to swap two numbers using call by value
```

```
void swapByValue(int a, int b) {
```

```
    int temp = a;
```

```
    a = b;
```

```
    b = temp;
```

```
    printf("Inside swapByValue function: a = %d, b = %d\n", a, b);
```

```
}
```

```
int main() {
```

```
    int x = 10, y = 20;
```

```
    printf("Before swapByValue function: x = %d, y = %d\n", x, y);
```

```
    // Call by value
```

```
    swapByValue(x, y);
```

```
    printf("After swapByValue function: x = %d, y = %d\n", x, y);
```

```
    return 0;
```

```
}
```

Output: Before swapByValue function: x = 10, y = 20

Inside swapByValue function: a = 20, b = 10

After swapByValue function: x = 10, y = 20

10 20

a = 10, b = 20

a = a + b;
b = a - b;
a = a - b;

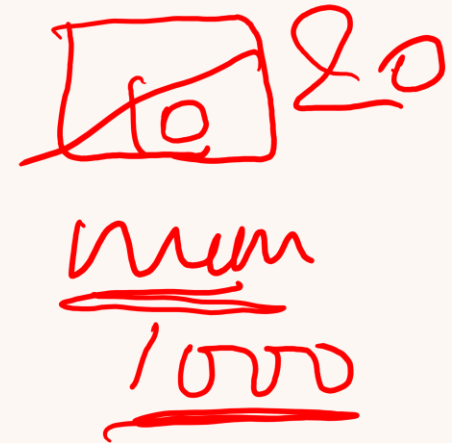
Call by Reference

A reference (address) to the actual argument is passed to the function.

Modifying the parameter inside the function does affect the original argument.

Example:

```
void changeValue(int *x) {  
    *x = 20;  
}  
  
int main() {  
    int num = 10;  
    changeValue(&num);  
    printf("%d", num); // Output: 20  
}
```


~~10~~ 20
num
1000

Another Example of Call by Reference

```
#include <stdio.h>
```

```
// Function to swap two numbers using call by reference
```

```
void swapByReference(int *a, int *b) {
```

```
    int temp = *a;
```

```
    *a = *b;
```

```
    *b = temp;
```

```
    printf("Inside swapByReference function: a = %d, b = %d\n", *a, *b);
```

```
}
```

```
int main() {
```

```
    int x = 10, y = 20;
```

```
    printf("Before swapByReference function: x = %d, y = %d\n", x, y);
```

```
    // Call by reference
```

```
    swapByReference(&x, &y);
```

```
    printf("After swapByReference function: x = %d, y = %d\n", x, y);
```

```
    return 0;
```

```
}
```

Output: Before swapByReference function: x = 10, y = 20

Inside swapByReference function: a = 20, b = 10

After swapByReference function: x = 20, y = 10

10 20

1000 20 20 1000

A Simple Function Example

▪ **Example:** `void PrintGreetings() {
 printf("\nWelcome to SNU");
 printf("\nSNU is an Institute of
Eminence\n");
}`

- **The above function has**

- ☐ no arguments and
- ☐ no return value
- ☐ But prints the greetings message

- Functions can also have arguments (one or more) depending on the specific task in hand

A Simple Function Example

▪ **Example:** `void PrintGreetings() {
 printf("\nWelcome to SNU");
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- **The above function has**

- ☐ no arguments and
- ☐ no return value
- ☐ But prints the greetings message

- Functions can also have arguments (one or more) depending on the specific task in hand

Function with one argument

- Compute and print the sum of the first N natural Numbers
- This function does not need to return any value.

```
#include <stdio.h>
```

```
/* Method 1 – Using FOR loop */
```

```
void getSumN( int n ) {
```

```
int i = 0, sum = 0;
```

```
for (i = 0; i < n + 1; i++) {
```

```
sum += i;
```

```
}
```

```
printf("\nMethod - 1: \nN = %d, SUM = %d\n", n, sum);
```

```
}
```

```
int main(int argc, char *argv[]) { /*accepts command-line
```

arguments: int argc: Argument count (the number of arguments passed from the command line, **char *argv[]**)

:Argument vector (an array of pointers to the command-line arguments*/

```
int m = 10;
```

```
getSumN(m); /* Calling Method 1 */
```

```
return 0;
```

```
}
```

/a.out
2, 3

An Updated getSumN(n)

- Compute and print the sum of the first N natural Numbers
- Another approach using two variables.

```
#include <stdio.h>
```

```
void getSumN( int n ) { /* Method 2 - Using two variables,  
left(MIN) & right(MAX) */
```

```
int i = 1, sum = 0;
```

```
int left = i, right = n;
```

```
while (left < right) {
```

```
sum += left + right;
```

```
left++; right--;
```

```
}
```

```
/* Sum Correction for ODD numbers */
```

```
sum += (n % 2 == 1) ? ((int) n/2 + 1) : 0;
```

```
printf("\nMethod - 2:\nN = %d, SUM = %d\n", n, sum);
```

```
}
```

```
int main(int argc, char *argv[]) {
```

```
int m = 10;
```

```
getSumN(m); /* Calling Method - 2 */
```

```
return 0;
```

```
}
```


A small exercise

Write the function declaration & definition for BMI calculation

A small exercise- Solution

```
#include <stdio.h>
```

// Function declaration

```
float calculateBMI(float weight, float height);
```

// Main function

```
int main() {
```

```
    float weight, height, bmi;
```

```
    // Input weight and height
```

```
    printf("Enter weight in kilograms: ");
```

```
    scanf("%f", &weight);
```

```
    printf("Enter height in meters: ");
```

```
    scanf("%f", &height);
```

// Call the BMI function

```
    bmi = calculateBMI(weight, height);
```

```
    // Output the calculated BMI
```

```
    printf("Your BMI is: %.2f\n", bmi);
```

```
    return 0;
```

```
}
```

// Function definition

```
float calculateBMI(float weight, float height) {
```

```
    return weight / (height * height); // BMI  
    formula
```

```
}
```

Function with Two arguments

- ✧ **Problem:** Compute the sum of 2 numbers
- ✧ This function computes and prints the sum of 2 numbers

```
#include <stdio.h>
```

```
void add( int m, int n ) {  
    int sum = 0;  
    sum = m + n;  
    printf("\nSum = %d\n", sum);  
}
```

```
int main(int argc, char *argv[]) {  
    int m = 21, n = 14;  
    add(m, n);  
    return 0;  
}
```

Function with no return
Value

Function
with no
return value

✧ Function that prints if a number is divisible by 7 or not?

```
#include <stdio.h>
```

return type is void

```
void div7( int n ) {  
    if ( (n % 7) == 0 )  
        printf("\n%d is divisible by 7\n", n);  
    else  
        printf("\n%d is NOT divisible by 7\n", n);  
    return;  
}
```

Optional (not
needed!!)

```
int main(int argc, char *argv[]) {  
    int n = 28;  
    div7(n);  
    return 0;  
}
```

Function with no return
Value

Function with return value

- ✧ Problem: Compute the GCD of two numbers
- ✧ This function returns GCD of two given numbers to the main()

```
#include <stdio.h>
int getGCD( int m, int n ) { /* Computing GCD of m and n where m > n */
    int temp;
    while ( ( m % n ) != 0 ) {
        temp= m % n;
        m = n;
        n = temp;
    }
    return n;
}
int main(int argc, char *argv[]) {
    int m = 21, n = 14, k;
    print("\n m = %d, n = %d", );
    k = getGCD(m, n);
    print("\nGCD = %d", k);
    return 0;
}
```

Function **getGCD()** returns the GCD of m and n and stores GCD in the variable **k**

Mid-semester pattern discussion

- Consists of ~ **total 10 to 12 questions** (Objective, theory, and Programming questions);
- Marks: ~ **20 marks**
- Duration ~ **1 to 1.5 Hours**;
- **These types of Questions can be asked:**
 - Type 1: **MCQ questions**: What will be output of the following programs
 - Type 2. Point out the **errors**, if any in the following C statements
 - Type 3: Evaluate the following **expression/ Number System**
 - Type 4: Theory Question (The concepts taught in the lecture)
 - Type 5: Write the C Program for the question
 - Type 6: Fill in the blanks with logic

Mid-Semester Syllabus

- All the topics covered till today (24th Sept)
- **Topics:** Introduction to Basic Fundamentals of Computers, Introduction to Programming, Identifiers and Constants, Data Types, Number System, Operators, Logical Expressions, Managing input & output, Conditional statements, Decision making & Branching, Decision making & loops, Arrays, Functions
- **Note: kindly refer lecture slides as well as textbooks mentioned in the lecture 1 slides for detailed theory & practice purpose.**
- I will upload the **question bank today** for your reference & the practice of coding.
- **Thursday (26th Sept)** class would be of **revision class**; **Send all the questions or topics that you want to revise**; Attendance will be given to all the students.
- I will upload the **question bank of Array & Function** today.
- We will be taking **graded lab 2 from 7th to 11th Oct.**

Functions – A Few Examples

- ✧ This function returns 1, if the given number n is a prime number; 0, otherwise

```
int isPrime(int n) {  
    int i;  
    for(i=2; i <= n/2; ++i) {  
        if(n%i == 0) return 0;  
    }  
    return 1;  
}
```

Call this function by using the following from main()

```
int ret;  
ret = isPrime(5) – will return 1 (Prime Number)  
ret = isPrime(12) – will return 0 (Not a Prime Number)
```

Check An Armstrong Number

✧ A positive integer is called an Armstrong number of order n if $abcd \dots = a^n + b^n + c^n + d^n + \dots$

✧ For example:

$$\begin{aligned}\diamond 153 &= 1^3 + 5^3 + 3^3 \\ &= 1*1*1 + 5*5*5 + 3*3*3\end{aligned}$$

$$\begin{aligned}\diamond 1634 &= 1^4 + 6^4 + 3^4 + 4^4 \\ &= 1*1*1*1 + 6*6*6*6 + 3*3*3*3 + 4*4*4*4\end{aligned}$$

$$\begin{aligned}\diamond 54748 &= 5^5 + 4^5 + 7^5 + 4^5 + 8^5 \\ &= 5*5*5*5*5 + 4*4*4*4*4 + 7*7*7*7*7 \\ &\quad + 4*4*4*4*4 + 8*8*8*8*8\end{aligned}$$

Function - Armstrong Number

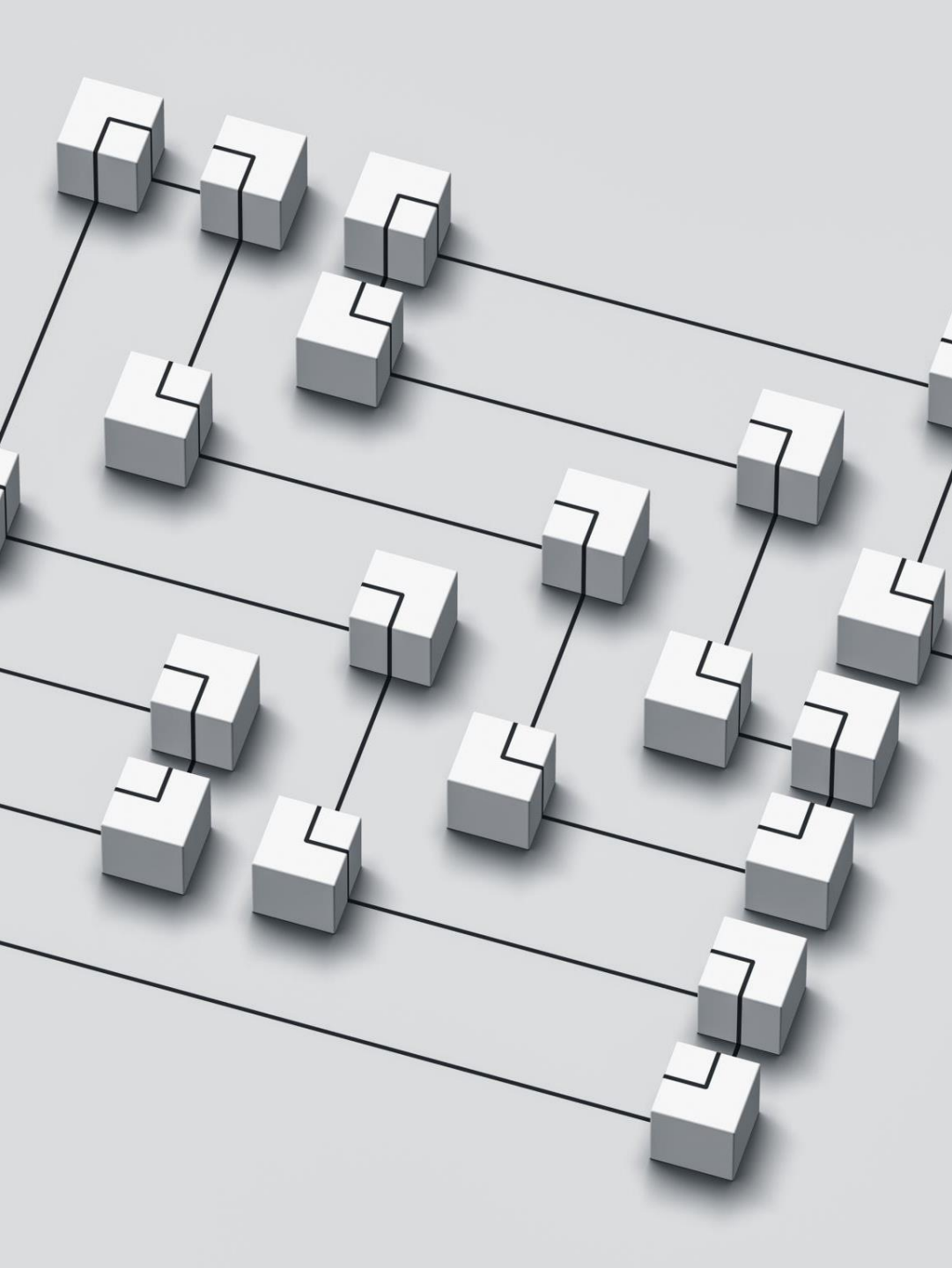
- ✧ This function returns 1, if num is an armstrong number; 0, otherwise

```
int isArmstrong(int num) {  
    int act = num, rem, result = 0, n = 0;  
    while (act != 0){  
        act /= 10; n++;  
    }  
    act = num;  
    while (act != 0) {  
        rem = act % 10;  
        result += pow(rem, n);  
        act /= 10;  
    }  
    return ((result == num) ? 1 : 0);  
}
```

You may or may not use
Math Library

Practice Questions

1. Write a function that takes a positive integer as input and displays all the positive factors of that number
2. Write a function to find and count the sum of only even digits in an integer
3. Write a function to count the number of Vowels, Consonants and symbols and print the same
4. Write a function to check whether a number can be expressed as the sum of two prime numbers
 - ☐ You may use a separate method to check primality



Upcoming Slides

- Function with Arrays
- Macro & Inline functions
- Recursion