```
Defaulting Arguments

You can specify a default argument for parameter

Syntax
return_type functionName(type parameter = default_value);

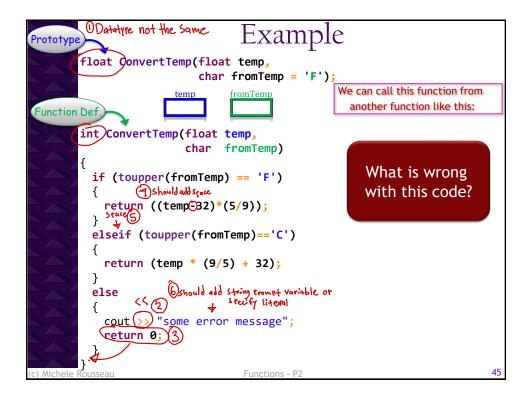
For example:
Let's say you want ConvertTemp to default to converting F to C.

int ConvertTemp(float temp, char fromTemp = 'F');

NOTE: you MUST put the parameters with default values following all the parameters that don't have default values

→ You can only put the default in the prototype or the definition - not both

→ it is best practice to put it with the prototype
```



```
#include < lostream?
#include (io manip)
#include (string)
Using namespace Std's
String
         namei
         num Rounds;
int round Count;
char userflay;
Char perlay;
bool check Winner;
bool check Match Winner;
int main()
         GetInput (name, & num Rounds);
   for (round (ount = 1; round (ount <= num Rounds; round (ount ++)
       GetAnd Check Play (& userplay);
       Get Computer Play (& pcPlay);
      checkWinner = CheckWin();
   3 Output Win (name);
       Cout << name;
      Output Match Winner ();
```

| FUNCTION PROTOTYPES:   |
|--|
| Void GetIngut (String name, numRounds);                          |
| Char Get And Check Play (Char &user Play);                       |
| Char Get Computer Play (Char & PCPlay);                          |
| bool Check Win(CharluserPlay, CharleCPlay);                      |
| Void Output Win (string name, bool check Winner);                |
| Void Output Match Winner (string name, bool check Match Winner); |
|  |
|  |
|  |

| FUNCTIONAL DECOMP/PSEUDOCODE                     |  |
|--|--|
| BEGIN  |  |
| main > INITIALIZE round Court = 1                |  |
| function INPUT name<br>INPUT num Rounds          |  |
| main - FOR round Count to num Rounds             |  |
| function - INPUT userplay                        |  |
| function - PROCESSING Pullay                     |  |
| function - PROCESSING checkWinner                |  |
| Runction OUTPUT name OUTPUT check Winner END FOR |  |
| main - OUTPUT name                               |  |
| IF checkWinner = true                            |  |
| function OUTPUT win Percent                      |  |
| ELSE   |  |
| OUTPUT loss Percent                              |  |
| END  |  |
|  |  |