

ENGG1003 - Friday Week 4

Functions Static Variables

Brenton Schulz

University of Newcastle

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Writing Functions - Example

- ▶ Lets view a few common errors

```
1 #include <stdio.h>
2 float mySqrt(float k);
3 int main() {
4     printf("%f\n", mySqrt(26));
5 }
```

- ▶ Results in:

```
/tmp/ccT6mLDi.o: In function 'main':
/projects/voidTest/hello.c:4: undefined
reference to 'mySqrt'
collect2: error: ld returned 1 exit status
```

Writing Functions - Example

- Likewise, forgetting the prototype:

```
1 #include <stdio.h>
2 int main() {
3     printf("%f\n", mySqrt(26));
4 }
```

- Results in (cut down):

```
hello.c: In function 'main':
hello.c:4:17: warning: implicit declaration of
      function 'mySqrt'
      printf("%f\n", mySqrt(26));
/projects/voidTest/hello.c:4: undefined
      reference to 'mySqrt'
```

Function Compiler Errors

- ▶ “implicit declaration of...”
 - ▶ The function prototype is missing
- ▶ “undefined reference to...”
 - ▶ The function definition is missing

Function Definition Placement

- ▶ The following *works* but isn't recommended:

```
1 #include <stdio.h>
2 #include <math.h>
3
4 float mySqrt(float k) {
5     int n;
6     float xn = k/2.0;
7     for(n = 0; n < 10; n++)
8         xn = 0.5*(xn + k/xn);
9     return xn;
10 }
11
12 int main() {
13     printf("sqrt(26) = %.8f\n", mySqrt(26.0));
14     printf("Library sqrtf(26): %.8f\n", sqrtf(26.0));
15 }
```

- ▶ Only useful in very small projects but common

Function Arguments

- ▶ Function arguments automatically become variables inside the function

```
1 float mySqrt(float k) { // k is an argument
2     int n;
3     float xn = k/2.0; //k used here
4     for(n = 0; n < 10; n++)
5         xn = 0.5*(xn + k/xn); // and here
6     return xn;
7 }
```

- ▶ Don't declare them as variables!

Function Arguments

- ▶ By default, arguments are “passed by value”
- ▶ The function gets *copies*
- ▶ Modifying them in a function doesn't change the original variable
 - ▶ No, not even if they have the same name
- ▶ The argument variables are discarded on function return
- ▶ The return value is the *only thing* that goes back

Function Return Values

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Function Return Values

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- ▶ How can we write a function which modifies (or returns) multiple things?
- ▶ Trigger warning....
- ▶ Pointers!
- ▶ We'll learn how to use pointers in Week 6(ish)
- ▶ For now, just learn to live with the single return value

Function Example

Write a C function, `isPrime()`, which takes an `int` as an argument and returns 1 if it is prime and zero otherwise

- ▶ Name: `isPrime`
- ▶ Argument(s): `(int x)`
- ▶ Return Value: `int`

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- ▶ Name: `isPrime`
- ▶ Argument(s): `(int x)`
- ▶ Return Value: `int`
- ▶ Function prototype:
`int isPrime(int x);`

Function Example

... Do it live in Che without preparation.

Future Brenton might regret this but Present
Brenton don't care.

Static Vs Auto Variables

- ▶ Any “normal” variable declared within the function (including arguments) is lost on function exit
 - ▶ These are called *auto* variables
- ▶ By default, any declared variable is an auto variable
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- ▶ Alternatively, `static` variables can be used
 - ▶ Their value is retained
 - ▶ Their scope is still limited

Static Variables

- ▶ Example: the `rand()` function returns different random numbers each time it is called
 - ▶ How? Shouldn't everything be lost when the function returns?
 - ▶ Not always! The `rand()` function's "state" is kept by a `static` variable.

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- ▶ Variables are static if declared with the `static` keyword
- ▶ Declaration examples:

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 - ▶ How? Shouldn't everything be lost when the function returns?
 - ▶ Not always! The `rand()` function's "state" is kept by a `static` variable.
- ▶ Variables are static if declared with the `static` keyword
- ▶ Declaration examples:
 - ▶ `static int k = 0;`
 - ▶ `float z = 0, static y = 0;`
 - ▶ `static long bigNum = 2345235234432;`

Static Variable Example

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- ▶ Function prototype: `int counter(void);`
- ▶ Function definition:

```
1 int counter() {  
2     static int count = 0;  
3     return count++;  
4 }
```


Static Variable Example

- ▶ The variable `count` is declared `static`
- ▶ The initialisation, `count = 0`, happens *once*
- ▶ The value of `count` is retained between function calls

```
1 int counter() {  
2     static int count = 0;  
3     return count++;  
4 }
```