#### Parameters

We have discussed different classes of variables so far:

- Global/static variables
- Function local or automatic variables
- -Dynamic, heap allocated variables

Chap 18

However, one important class of variables is still missing ⇒ <u>parameters</u>

Terminology: Example: Java, C, C++

Function 
$$\{$$
 int plus (int a, int b)  $\{$  return a + b;  $\}$  Function Body  $\}$  Function  $\{$  int x = plus (1,2);  $\}$  Actual Parameters  $\}$  Call  $\{$  ...

Observation: in function definitions formal parameters act as placeholders for the values of actual parameters.

# Reading

Chap 18 in MPL

#### Two Fundamental Questions

- How is the <u>correspondence</u> between actual and formal parameters established?
- How is the <u>value</u> of an actual parameter transmitted to a formal parameter?

## Correspondence

Most programming languages use <u>positional parameters</u>; the first actual parameter is assigned to the first formal parameter, the second actual parameter is assigned to the second formal parameters, *etc.* 

```
int x = plus(1)(2);

int plus (int a) (int b)

{

return a + b;
}
```

### Correspondence

Some languages such as Ada provide keyword parameters.

Example: Ada

```
FUNCTION Divide (Dividend:Float, Divisor:Float) RETURN Float IS

BEGIN

RETURN Dividend/Divisor;

END

...

Foo = Divide (Divisor => 2.0, Dividend => 4.0);

...

2nd formal parameter parameter becomes 2.0

Becomes 4.0
```

#### Parameter Value Transmission

- We look at two different techniques
  - By value
  - By reference

## I. By Value

For by-value parameter passing, the formal parameter is just like a local variable in the activation record of the called method, with one important difference: it is initialized using the value of the corresponding actual parameter, before the called method begins executing.

- Also called 'copy-in'
- Simplest method
- Widely used
- The only method in Java

## By Value - Example

```
int plus(int a, int b) {
    a += b;
    return a;
}

void f() {
    int x = 3;
    int y = 4;
    int z = plus(x, y);
}
```

When **plus** is starting

current activation record

a: 3

b: 4

return address

previous activation record

result: ?

x: 3

y: 4

**z**: ?

return address

previous activation record

## III. By Reference

For passing parameters by reference, the lvalue of the actual parameter is computed before the called method executes. Inside the called method, that lvalue is used as the lvalue of the corresponding formal parameter. In effect, the formal parameter is an alias for the actual parameter—another name for the same memory location.

- One of the earliest methods: Fortran
- Most efficient for large objects
- Still frequently used; C++ allows you define calls by reference

## By Reference - Example

```
void plus(int a, by-reference int b) {
  b += a;
void f() {
  int x = 3;
  plus(4, x);
                                      current
                                 activation record
                                                                  \triangleright x: 3
                                       a: 4
                                        b:
                                                               return address
                                                                  previous
                                  return address
   When plus
                                                              activation record
                                     previous
   is starting
                                 activation record
```

## By Reference - Example

```
void plus(int a, by-reference int b) {
  b += a;
void f() {
  int x = 3;
 plus(4, x);
                                  current
                              activation record
                                                            ► x: 7
                                   a: 4
                                    b: _
                                                          return address
                                                             previous
                               return address
  When plus
                                                         activation record
                                  previous
  has made the
                              activation record
  assignment
```

# Assignment

Assignment #6 -- see BrightSpace