Functions in C++

Outline for Today

- Functions in C++
 - How C++ organizes code.
- Some Simple Functions
 - Getting comfortable with the language.
- Intro to Recursion
 - A new perspective on problem-solving.

Writing Functions in C++

A Simple C++ Program

Hip hip, hooray!

Hip hip, hooray! Hip hip, hooray! Hip hip, hooray!

What Went Wrong?

One-Pass Compilation

 When you compile a C++ program, the compiler reads your code from top to bottom.

• If you call a function that you haven't yet written, the compiler will get Very Upset and will say mean things to you.

• You will absolutely encounter this issue. How do you address this?

Dramatic Reenactment

Option 1: Reorder Your Functions

Option 2: Use Forward Declarations

Forward Declarations

- A *forward declaration* is a statement that tells the C++ compiler about an upcoming function.
 - The textbook calls these *function prototypes*. It's different names for the same thing.
- Forward declarations look like this:

return-type function-name(parameters);

- Essentially, start off like you're defining the function as usual, but put a semicolon instead of the function body.
- Once the compiler has seen a forward declaration, you can go and call that function as normal.

Some More Functions

Summing Up Digits

Ever seen that test for divisibility by three?

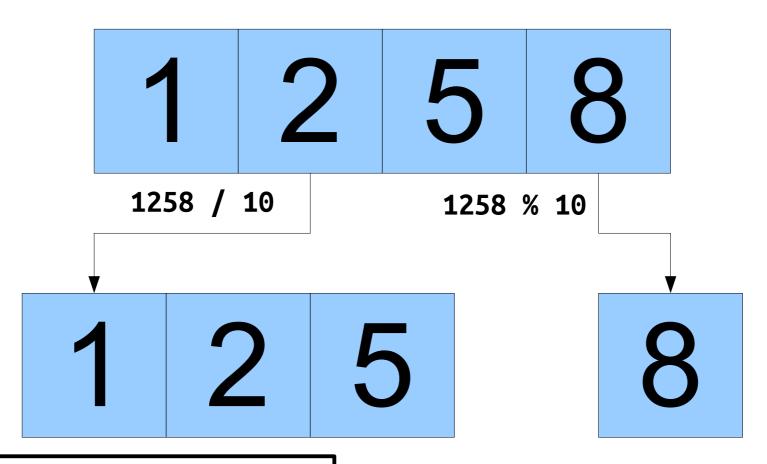
Add the digits of the number; if the sum is divisible by three, the original number is divisible by three (and vice-versa).

Let's write a function

int sumOfDigitsOf(int n)

that takes in a number and returns the sum of its digits.

Working One Digit at a Time



Dividing two integers in C++

always produces an integer by
dropping any decimal value. Check
the textbook for how to override
this behavior.

```
int main() {
   int n = getInteger("Enter an integer: ");
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
   return 0;
}</pre>
```

```
int main() {
   int n = getInteger("Enter an integer: ");
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
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   int n = getInteger("Enter an integer: ");
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   cout << n << " sums to " << digitSum << endl;
   return 0;
}</pre>
```

The variable n actually is an honest-to-goodness integer, not a pointer to an integer that lives somewhere else. In C++, all variables stand for actual objects unless stated otherwise. (More on that later.)

```
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   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
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int main() {
   int n = getInteger("Enter an integer: ");
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
   return 0;
}</pre>
```

```
int sumOfDigitsOf(int n) {
  int result = 0;
  while (n > 0) {
    result += (n % 10);
    n /= 10;
  }
  return result;
}
```

When we call sumOfDigitsOf, we get our own variable named n. It's separate from the variable n in main(), and changes to this variable n don't reflect back in main.

```
int sumOfDigitsOf(int n) {
   int result = 0;
   while (n > 0) {
      result += (n % 10);
      n /= 10;
   }
   return result;
}
```

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int sumOfDigitsOf(int n) {
  int result = 0;
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      return result;
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      result += (n % 10);
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   }
   return result;
}
```

```
int main() {
   int n = getInteger("Enter an integer: "); int n
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
   return 0;
   11
}</pre>
```

```
int main() {
   int n = getInteger("Enter an integer: "); int n
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;
   return 0;
}

11
   int digitSum</pre>
```

```
int main() {
   int n = getInteger("Enter an integer: "); int n
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;

   return 0;
}

int digitSum</pre>
```

Note that the value of n in main is unchanged, because sumOfDigitsOf got its own copy of n that only coincidentally has the same name as the copy in main.

```
int main() {
   int n = getInteger("Enter an integer: "); int n
   int digitSum = sumOfDigitsOf(n);
   cout << n << " sums to " << digitSum << endl;

   return 0;
}
int digitSum</pre>
```

Time-Out for Announcements!

Section Signups

- Section signups go live tomorrow at 5:00PM and are open until Sunday at 5:00PM.
- Sign up using this link:

http://cs198.stanford.edu/section

• You need to sign up here even if you're already enrolled on Axess; we don't use Axess for sections in this class.

Qt Creator Help Session

Having trouble getting Qt Creator set up?
 Katherine is holding a help session on

Thursday, 8:00PM - 10:00PM Tresidder, First Floor

 A request from the folks running this session: before showing up, try using the troubleshooting guide and make sure you followed the directions precisely. It's easy to get this wrong, but easy to correct once you identify where you went off-script. Back to CS106B!

Thinking Recursively

Factorials

• The number n factorial, denoted n!, is

$$n \times (n-1) \times ... \times 3 \times 2 \times 1$$

- For example:
 - $3! = 3 \times 2 \times 1 = 6$.
 - $4! = 4 \times 3 \times 2 \times 1 = 24$.
 - $5! = 5 \times 4 \times 3 \times 2 \times 1 = 120$.
 - 0! = 1. (by definition)
- Factorials show up in unexpected places. We'll see one later this quarter when we talk about sorting algorithms.
- Let's implement a function to compute factorials!

$$5! = 5 \times 4 \times 3 \times 2 \times 1$$

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 $5! = 5 \times 4!$

 $5! = 5 \times 4!$

```
5! = 5 \times 4!
```

$$4! = 4 \times 3 \times 2 \times 1$$

```
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 $3!$

```
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$$4! = 4 \times 3!$$

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$$2! = 2 \times 1!$$

```
5! = 5 \times 4!
4! = 4 \times 3!
3! = 3 \times 2!
2! = 2 \times 1!
1! = 1 \times 0!
```

```
5! = 5 \times 4!
4! = 4 \times 3!
3! = 3 \times 2!
2! = 2 \times 1!
1! = 1 \times 0!
0! = 1
```

Another View of Factorials

$$n! = \begin{cases} 1 & \text{if } n = 0 \\ n \times (n-1)! & \text{otherwise} \end{cases}$$

Another View of Factorials

```
n! = \begin{cases} 1 & \text{if } n = 0 \\ n \times (n-1)! & \text{otherwise} \end{cases}
int factorial(int n) {
      if (n == 0) {
             return 1;
      } else {
             return n * factorial(n - 1);
```

Another View of Factorials

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n! = \begin{cases} 1 & \text{if } n = 0 \\ n \times (n-1)! & \text{otherwise} \end{cases}
int factorial(int n) {
      if (n == 0) {
             return 1;
      } else {
             return n * factorial(n - 1);
```

Recursion in Action

```
int main() {
   int n = factorial(5);
   cout << "5! = " << n << endl;
   return 0;
}</pre>
```

```
int main() {
  int n = factorial(5);
  cout << "5! = " << n << endl;
  return 0;
}</pre>
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
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        }
    }
}
```

Every time we call factorial(), we get a new copy of the local variable n that's independent of all the previous copies.

```
int main() {
    int factorial(int n) {
        int factorial(int n) {
            return 1;
            } else {
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int main() {
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                                                int n
        } else {
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```

```
int main() {
 int factorial(int n) {
  int factorial(int n) {
    int_factorial(int n) {
        if (n == 0) {
            return 1;
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        } else {
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```

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                                                   int n
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                             X
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int main() {
 int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      int factorial(int n) {
          if (n == 0) {
              return 1;
                                                 int n
            else {
              return n * factorial(n - 1);
```

```
int main() {
 int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      int factorial(int n) {
          if (n == 0) {
              return 1;
                                                 int n
            else {
              return n * factorial(n - 1);
                           X
```

```
int main() {
 int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      int factorial(int n) {
          if (n == 0) {
              return 1;
                                                 int n
            else {
              return n * factorial(n - 1);
```

```
int main() {
   int factorial(int n) {
    int factorial(int n) {
       if (n == 0) {
            return 1;
            } else {
            return n * factorial(n - 1);
       }
       }
}
```

```
int main() {
   int factorial(int n) {
    int factorial(int n) {
       if (n == 0) {
            return 1;
       } else {
            return n * factorial(n - 1);
       }
       }
       3
       2
   }
}
```

```
int main() {
  int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      if (n == 0) {
         return 1;
      } else {
      return n * factorial(n - 1);
      }
    }
}
```

```
int main() {
  int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      if (n == 0) {
         return 1;
      } else {
      return n * factorial(n - 1);
      }
    }
}
```

```
int main() {
  int factorial(int n) {
  int factorial(int n) {
    int factorial(int n) {
      if (n == 0) {
         return 1;
      } else {
      return n * factorial(n - 1);
      }
  }
}
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        }
}
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        4
        6
}
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        24
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        }
}
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        }
        5
        24
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        }
}
```

```
int main() {
    int factorial(int n) {
        if (n == 0) {
            return 1;
        } else {
            return n * factorial(n - 1);
        }
        }
}
```

```
int main() {
  int n = factorial(5);
  cout << "5! = " << n << endl;
  return 0;
}</pre>
```

```
int main() {
  int n = factorial(5);
  cout << "5! = " << n << endl;
  int n

  return 0;
}</pre>
```

Thinking Recursively

- Solving a problem with recursion requires two steps.
- First, determine how to solve the problem for simple cases.
 - This is called the **base case**.
- Second, determine how to break down larger cases into smaller instances.
 - This is called the *recursive step*.

Recap from Today

- The C++ compiler reads from the top of the program to the bottom. You cannot call a function that hasn't either been prototyped or defined before the call site.
- Each time you call a function, C++ gives you a fresh copy of all the local variables in that function. Those variables are independent of any other variables with the same name found elsewhere.
- You can split a number into "everything but the last digit" and "the last digit" by dividing and modding by 10.
- A *recursive function* is one that calls itself. It has a *base case* to handle easy cases and a *recursive step* to turn bigger versions of the problem into smaller ones.
- Functions can be written both iteratively and recursively.

Your Action Items

- Read Chapter 1 and Chapter 2.
 - We're still easing into C++. These chapters talk about the basics and the mechanics of function call and return.
- Read Chapter 7.
 - We've just started talking about recursion. There's tons of goodies in that chapter.
- Sign up for section.
 - The link goes out tomorrow afternoon.
- Work on Assignment 0.
 - Just over a third of you are already done! Exciting!

Next Time

Strings and Streams

- Representing and Manipulating Text.
- Recursion on Text.
- File I/O in C++.

More Recursion

Getting more comfortable with this strategy.