

Jiangxi University of Science and Technology

Ch07 Modularity Using Functions: Part II

Lecture0704 Case Study







Remain Program form last lecture





7.3 Pass by Reference

```
> Program 7.7 Return a value by a pointer parameter
        #include <stdio.h>
                                                                   Add 20.2 to the value of the
        int main(){
                                                                  variable pointed to by
    3.
                 void newval(float *);
    4.
                 float testval;
    5.
                 printf("\nEnter a number: ");
    6.
                 scanf("%f", &testval);
                printf("\nFrom main(): The value in testval is: %5.2f \n", testval);
    7.
                 newval( &testval); /* call the function/*/
    8.
                printf("\nFrom main(): The value in testval has been changed to: %5.2f \n", testval);
    9.
    10.
                 return 0;
    11.
        void newval(float *xnum)
    13. {
                printf("\nFrom newval(): The value pointed to by xnum is: %5.2f \n", *xnum);
    14.
                 *xnum = *xnum + 20.2;/
    15.
    16.
```

7.3 Pass by Reference

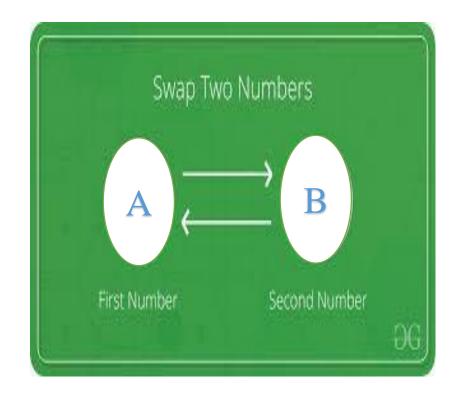
> Program 7.8 **Returns multiple values** by pointer parameter

```
#include <stdio.h>
     int main(){
3.
              void calc(float, float, float *, float *);
              float firstnum, secnum, thirdnum, sum, product;
5.
              printf("Enter three numbers: ");
6.
              scanf("%f %f %f", &firstnum, &secnum, &thirdnum);
              calc(firstnum, secnum, thirdnum, &sum, &product);
             printf("\nThe sum of the entered numbers is: %6.2f", sum);
             printf("\nThe product of the entered numbers is: %6.2f\n", product);
10.
              return 0;
11. }
```



>Swapping Values

- —A common programming requirement is the sorting of both numeric values and text, such as names, in either ascending (increasing) or descending (decreasing) order
- Typically accomplished by comparing two values and then
 switching values if they are not in the correct order



> Requirements Specification

- Write a C function that exchanges the values in two single-precision variables of its called function
- Thus, if the function has access to two variables of its calling function, the called function should switch the values in these variables

>Analyze the Problem

- Input (arguments of the function): two addresses, of the two variables whose values are to be exchanged
- Output: change the values in the calling function using passed addresses
- Swapping the values of two variables is accomplished using the following algorithm:
 - Store the first variable's value in a temporary location
 - Store the second variable's value in the first variable
 - Store the temporary value in the second variable

- \triangleright Swapping the values of two variables :A \rightleftharpoons B
 - —a temporary variable: **T**





3. B=T;









15.

```
void swap(float *num1Addr, float *num2Addr){
Program 7.10 Swapping Values
                                                        float temp;
       #include <stdio.h>
                                                      temp=*num1Addr; //save firstnum's value
       void swap(float *, float *);
                                                         /* move secnum's value into firstnum */
3.
       int main(){
                                                          *num1Addr=*num2Addr;
                                                          *num2Addr=temp;//change secnum's value
             float firstnum, secnum;
             printf("Enter two numbers: ");
6.
             scanf("%f %f", &firstnum, &secnum);
             printf("\nBefore the call to swap():\n");
7.
             printf(" The value in firtsnum is %5.2f\n", firstnum);
8.
9.
             printf(" The value in secnum is %5.2f\n", secnum);
10.
             swap(&firstnum, &secnum); //call swap()
11.
             printf("\nAfter the call to swap():\n");
             printf(" The value in firstnum is %5.2f\n", firstnum);
 12.
             printf(" The value in secnum is %5.2f\n", secnum);
 13.
 14.
             return 0;
```

> Test and Debug the Program 7.10

```
#include <stdio.h>
      void swap(float *, float *); /* function prototype */
    \equiv int main()
       float firstnum, secnum;
       printf("Enter two numbers: ");
       scanf("%f %f", &firstnum, &secnum);
       printf("\nBefore the call to swap():\n");
       printf(" The value in firtsnum is %5.2f\n", firstnum);
       printf(" The value in secnum is %5.2f\n", secnum);
       swap(&firstnum, &secnum); /* call swap() */
10
       printf("\nAfter the call to swap():\n");
       printf(" The value in firstnum is %5.2f\n", firstnum);
```

Reference



• https://www.codesdope.com/blog/article/int-main-vs-void-main-vs-int-mainvoid-in-c-c/



