

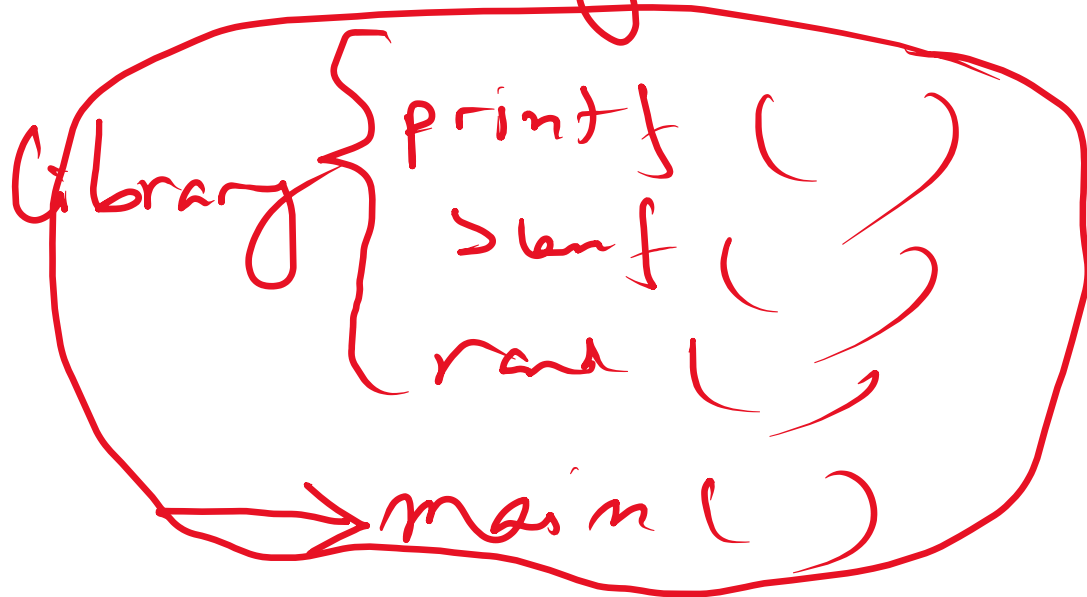
The background is a vibrant, abstract composition of overlapping organic shapes in various colors including green, yellow, orange, red, and grey. These shapes are filled with different patterns: some have small white dots, others have white dashes, and some are solid. The overall effect is a dynamic and textured visual field.

# Functions

HK Rana

# functions

ready-made



User-defined



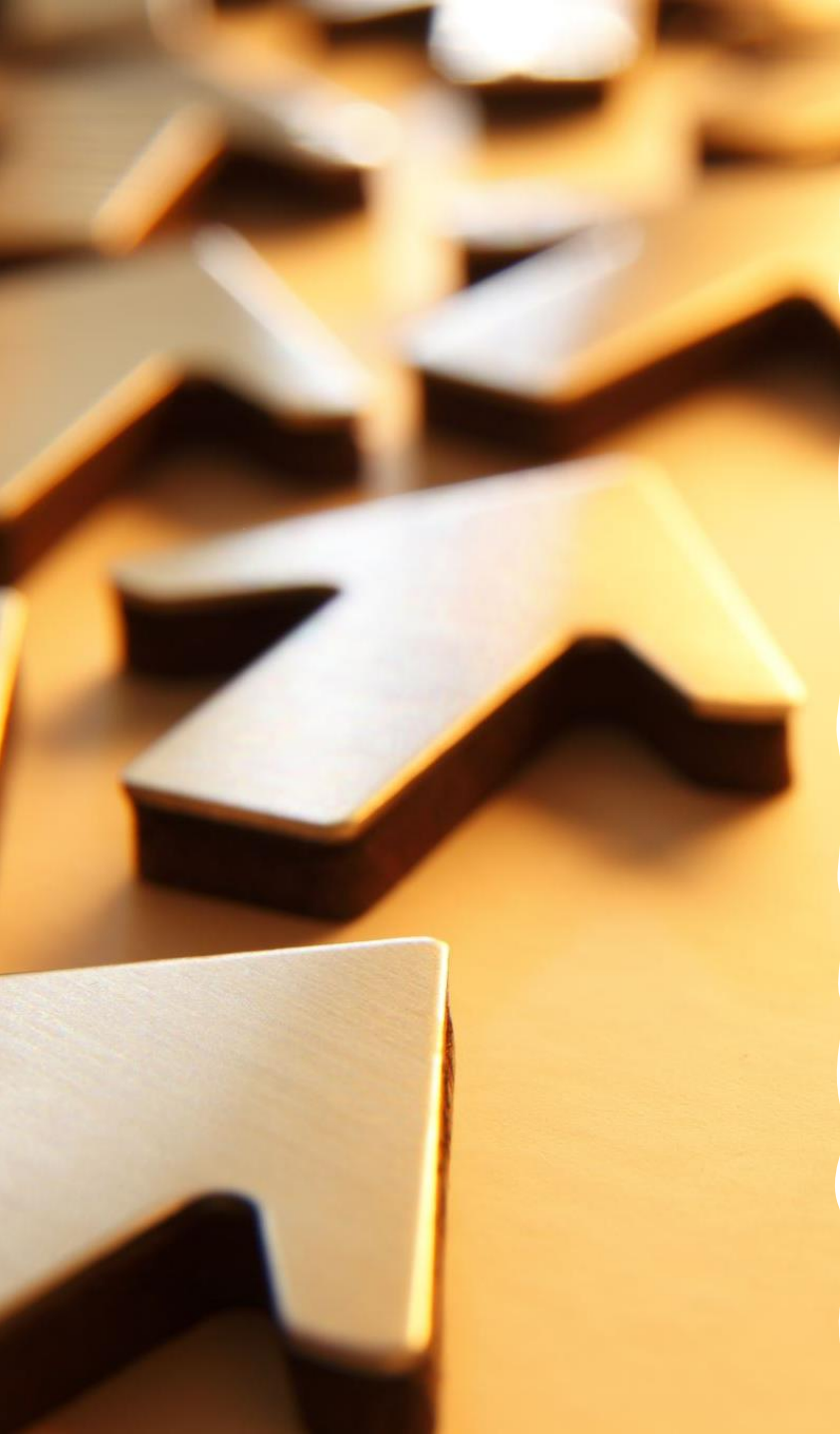
# Why Functions?

- In c, we can divide a large program into the basic building blocks, known as function.
- In other words, we can say that the collection of functions creates a program.
- The function is also known as procedure or subroutine in other programming languages.
- Advantage of functions in C
  - By using functions, we can avoid rewriting same logic/code again and again in a program.
  - We can call C functions any number of times in a program and from any place in a program.
  - We can track a large C program easily when it is divided into multiple functions.
  - Reusability is the main achievement of C functions.
- Limitation
  - However, Function calling is always an overhead in a C program.

# Function Definitions

---

```
return-type function-name ( parameters )  
{  
    declarations  
    statements  
}
```



# Arguments

---

- Passed by values
- Demonstrate the example of Factorial

```
average(x, y)  
print_count(i)  
print_pun()
```

```
num_chars = printf("Hi, Mom!\n");
```

## Function Calls

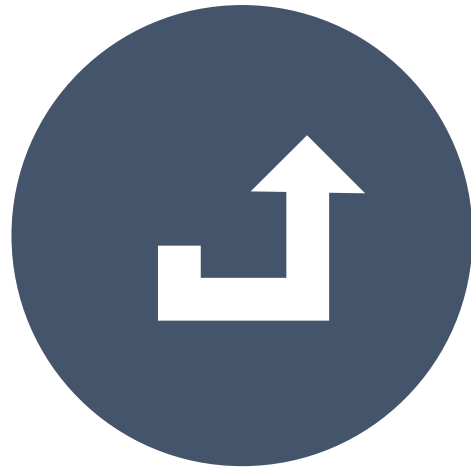
## PROGRAM   **Testing Whether a Number Is Prime**

To see how functions can make programs easier to understand, let's write a program that tests whether a number is prime. The program will prompt the user to enter a number, then respond with a message indicating whether or not the number is prime:

```
Enter a number: 34  
Not prime
```

# Function Declaration

---



BEFORE



AFTER



## Array Arguments

```
int f(int a[])    /* no length specified */  
{  
    ...  
}
```



Although we can use the `sizeof` operator to help determine the length of an array *variable*, it doesn't give the correct answer for an array *parameter*:

```
int f(int a[])  
{  
    int len = sizeof(a) / sizeof(a[0]);  
    /*** WRONG: not the number of elements in a ***/  
    ...  
}
```

Section 12.3 explains why.

# The Return & Others

- The Return Statement
- Program Termination
- The Exit Function

```
exit(0);          /* normal termination */
```

Since 0 is a bit cryptic, C allows us to pass EXIT\_SUCCESS instead (the effect is the same):

```
exit(EXIT_SUCCESS); /* normal termination */
```

Passing EXIT\_FAILURE indicates abnormal termination:

```
exit(EXIT_FAILURE); /* abnormal termination */
```