C Programming

Functions

Parameters (Pass by Value and Pass by Reference)

There are two ways to pass parameters in C / C++

- Pass by Value
- Pass by Reference

1. Pass by Value

Pass by Value is when a **COPY** of the parameter is passed to a function. e.g.,

```
/*
Function that passes a parameter using Pass by Value
*/

#include <stdio.h>

// Function signature
void fxn1(int);

int main()
{
   int num = 0;

   printf("Enter any number\n");
   scanf("%d", & num);

   //Pass a COPY of variable num to the function
   fxn1(num);

   printf("\nnum contains %d", num);

   return 0;
```

```
} // end main()

// fxn1() changes the contents of the parameter
void fxn1(int n1)
{
   printf("\nn1 contains %d\n", n1);

   //increment n1
   n1++; // n1 = n1 + 1;

   printf("\nn1 contains %d\n", n1);

} // end fxn1()
```

Repl 14.1: https://replit.com/@michaelTUDublin/141-Pass-by-Value#main.c

2. Pass by Reference

Pass by Reference is when you pass the **ADDRESS** of the parameter to the function. e.g.,

```
/*
Function that passes a parameter using Pass by Reference
*/

#include <stdio.h>

// Function signature
// The parameter is telling the compiler that when the function
// is called, the memory address of the parameter will be passed
void fxn1(int *);

int main()
{
   int num = 0;

   printf("Enter any number\n");
   scanf("%d", & num);

   //Pass the ADDRESS of variable num to the function
   fxn1(&num);

   printf("\nnum contains %d", num);

   return 0;

} // end main()


// fxn1() uses the address location of num, which is passed to
// this function and accesses its contents using the dereference
// operator
void fxn1(int *n1)
{
   printf("\nn1 contains %d\n", *n1);
```

```
    //increment n1
    (*n1)++; // n1 = n1 + 1;

    printf("\nn1 contains %d\n", *n1);

} // end fxn1()
```

Repl 14.2: https://replit.com/@michaelTUDublin/142-Pass-by-Reference