Functions

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Function basics

Turn blocks of code into functions

- Code fragment with clear function:
- Turn into *subprogram*: function *definition*.
- Use by single line: function *call*.

Function definition and call

```
for (int i=0; i<N; i++) {
  cout << i;
  if (i%2==0)
    cout << " is even";
  else
    cout << " is odd";
  cout << endl;
}
```

```
void report_evenness(int n) {
  cout << i;
  if (i%2==0)
    cout << " is even";
  else
    cout << " is odd";
  cout << endl;
}
...
int main() {
  ...
  for (int i=0; i<N; i++)
    report_evenness(i);
}
```

Why functions?

- Easier to read
- Shorter code: reuse
- Maintainance and debugging

Prime function

Using a function, primality testing would look like:

```
bool isprime;
number = 13;
isprime = prime_test_function(number);
```

Anatomy of a function definition

- Result type: what's computed. `void` if no result
- Name: make it descriptive.
- Arguments: zero or more.
  `int i,double x,double y`
- Body: any length.
- Return statement: usually at the end, but can be anywhere; the computed result.

Program with function

```
#input <iostream>
using namespace std;

int twice_function(int n) {
  int twice_the_input = 2*n;
  return twice_the_input;
}

int main() {
  int number = 3;
  cout << "Twice three is: " <<
    twice_function(number) << endl;
  return 0;
}
```

Function call

The function call

1. causes the function body to be executed, and
2. the function call is replaced by whatever you `return`.
3. (If the function does not return anything, for instance because it only prints output, you declare the return type to be `void`.)

Functions without input, without return result

```
void print_header() {
  cout << "*****************" << endl;
  cout << "* Ouput         *" << endl;
  cout << "*****************" << endl;
  }
int main() {
  print_header();
  cout << "The results for day 25:" << endl;
  // code that prints results ....
  return 0;
}
```

Functions with input

```
void print_header(int day) {
  cout << "*****************" << endl;
  cout << "* Ouput         *" << endl;
  cout << "*****************" << endl;
  cout << "The results for day " << day << ":" << endl;
  }
int main() {
  print_header(25);
  // code that prints results ....
  return 0;
}
```

Functions with return result

```
#include <cmath>
double pi() {
  return 4*atan(1.0);
}
```

Scope

Function body is a *scope*: local variables.

No local functions.

Project Exercise 1

Write a function that takes an integer input, and return a boolean corresponding to whether the input was prime.

```
bool isprime;
isprime = prime_test_function(13);
```

Read the number in, and print the value of the boolean.

Project Exercise 2

Take the prime number testing program, and modify it to read in how many prime numbers you want to print. Print that many successive primes. Keep a variable `number_of_primes_found` that is increased whenever a new prime is found.

Parameter passing

Mathematical type function

Pretty good design:

- pass data into a function,
- return result through `return` statement.
- Parameters are copied into the function.
- *call by value*

Exercise 3

Early computers had no hardware for computing a square root. Instead, they used *Newton's method*. Suppose you want to compute

$$x = \sqrt{y}.$$

This is equivalent to finding the zero of

$$f(x) = x^2 - y.$$

Newton's method does this by evaluating

$$x_{n+1} = x_n - f(x)/f'(x)$$

until the guess is accurate enough.

- Write functions `f(x,y)` and `deriv(x,y)`.
- Write a function `newton_root` that uses `f` and `deriv` to compute x up to some precision.
- As a stopping test, use $\texttt{f}(\texttt{x},\texttt{y}) < 10^{-5}$.

Results other than through return

Also good design:

- Return no function result,
- or return (0 is success, nonzero various informative statuses), and
- return other information by changing the parameters.
- *call by reference*

Call by reference example

```
bool can_read_value( int &value ) {
  int file_status = try_open_file();
  if (file_status==0)
    value = read_value_from_file();
  return file_status!=0;
}
...
if (!can_read_value(n))
  n = 10;
```

Exercise 4

Write a function `swap` of two parameters that exchanges the input values:

```
int i=2,j=3;
swap(i,j);
// now i==3 and j==2
```

Recursion

Functions are allowed to call themselves, which is known as *recursion*.

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

Exercise 5

Write a recursive function for computing Fibonacci numbers:

$$F_0 = 1, \qquad F_1 = 1, \qquad F_{n+2} = F_n + F_{n+1}$$

Polymorphic functions

You can have multiple functions with the same name:

```
double sum(double a,double b) {
  return a+b; }
double sum(double a,double b,double c) {
  return a+b+c; }
```

Distinguished by input parameters: can not differ only in return type.

Default arguments

Functions can have *default argument*(s):

```
double distance( const double x, const double y=0. ) {
  return sqrt( (x-y)*(x-y) );
}
```

Any default argument(s) should come last in the parameter list.