

CS 103000

Prof. Madeline Blount

Week 9:

FUNCTIONS

attendance link:

<https://cs103-3proton.glitch.me>

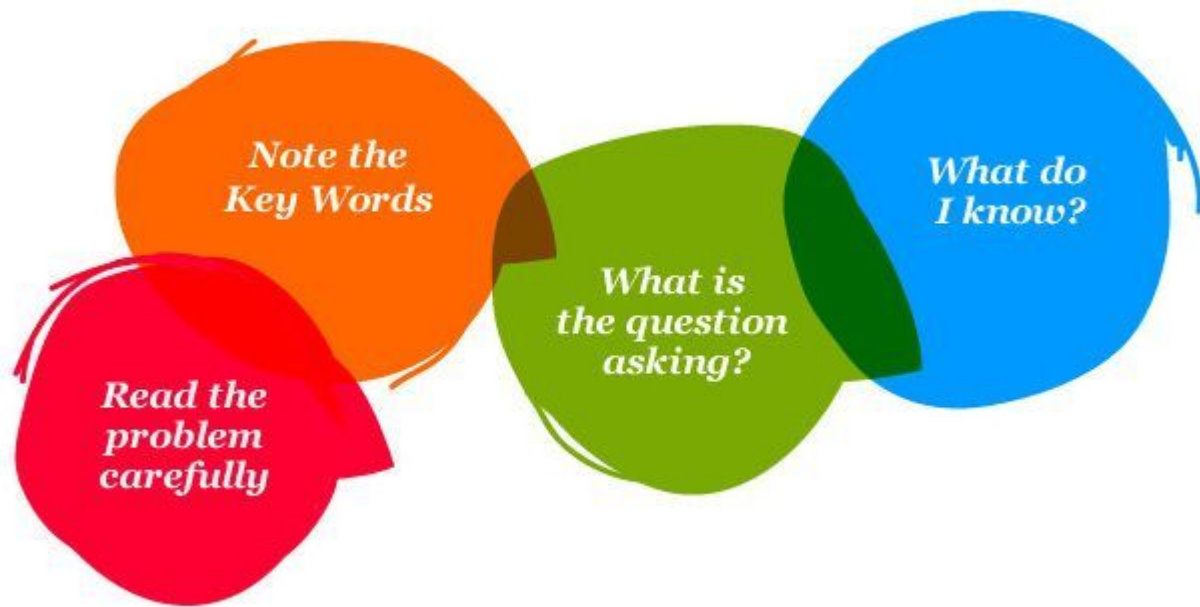


Dall-E 2: cats learning C++ in the forest on '90's technology



Mid-term grades + notes

- I will post adjusted grade before next class, Blackboard columns
- Also HW/reading, labs grade, and total grade so far (minus final, 20%)
- There will be extra credit opportunities! ✨



Login

Email

myemail@domain.com

Password

.....

[Forgot your password?](#)

Log in



Vectorised Text (Post-Cleaning)



['estimates', 'total', 'proved', 'net', 'oil', 'natural', 'gas', 'reserves', 'filed', 'included', 'reports', 'federal', 'authority', 'including', 'natural', 'gas', 'liquids', 'natural', 'gas', 'total', 'fiscal', 'total', 'net', 'proved', 'developed', 'including', 'proved', 'developed', 'producing', 'oil', 'natural', 'gas', 'liquids', 'decreased', 'bbls', 'total', 'net', 'proved', 'developed', 'reserves', 'natural', 'gas', 'decreased', 'mcf', 'standardized', 'measure', 'discounted', 'future', 'net', 'flows', 'table', 'sets', 'estimated', 'future', 'net', 'revenues', 'total', 'proved', 'natural', 'gas', 'natural', 'gas', 'liquids', 'reserves', 'present', 'estimated', 'future', 'net', 'revenues']



Fixed issue 10, added opacity to documentation by erikzaadi · Pull Request #12 · mdo/Preboot.less

This repository

Search or type a command

Explore Gist Blog Help

mdo + - ✕

Watch 0

Star 706

Fork 0

Fixed issue 10, added opacity to documentation #12

Open

erikzaadi wants to merge 1 commit into mdo:master from unknown repository

Conversation 10

Commits 1

Files changed 3

+55 -5

Edit

New issue

Showing 3 changed files with 55 additions and 5 deletions.

Toggle side-by-side

9 bootstrap.less

Open

Edit

View

// Opacity	234	234	// Opacity
.opacity(@opacity: 100) {	235	235	.opacity(@opacity: 100) {
filter: e%("alpha(opacity=%d)", @opacity);	236	236	filter: e%("alpha(opacity=%d)", @opacity);
- khtml-opacity: @op / 100;	237		
- moz-opacity: @op / 100;	238		
- opacity: @op / 100;	239		
		237 +	-khtml-opacity: @opacity / 100;
		238 +	-moz-opacity: @opacity / 100;
		239 +	opacity: @opacity / 100;
		240 +	-ms-filter: e%("progid:DXImageTransform.Microsoft.Alpha(Opacity=%d)", @opacity);
			}
}	240	241	}
	241	242	
// CSS3 Flexible Box Module	242	243	// CSS3 Flexible Box Module
		244	
-webkit-box-pack: @pack;	289	290	-webkit-box-pack: @pack;
box-pack: @pack;	290	291	box-pack: @pack;
}	291	292	}
-}	292		
		293 +}	

27 index.html

Open

Edit

View

		45	45	
Transitions	45	45	Transitions	
Clearfix	46	46	Clearfix	

**WHEN YOU REALIZE YOU'VE
BEEN STARING AT THE CODE
FOR HOURS**

**AND THE ERROR WAS
JUST A MISSING COMMA**

Programming is like
writing a book...
Except when you miss
a single comma on
page 126
the whole thing
makes no sense.

Programmers while reviewing the codes



my program: *works perfectly*

me: *cleans up the code*

also my program:



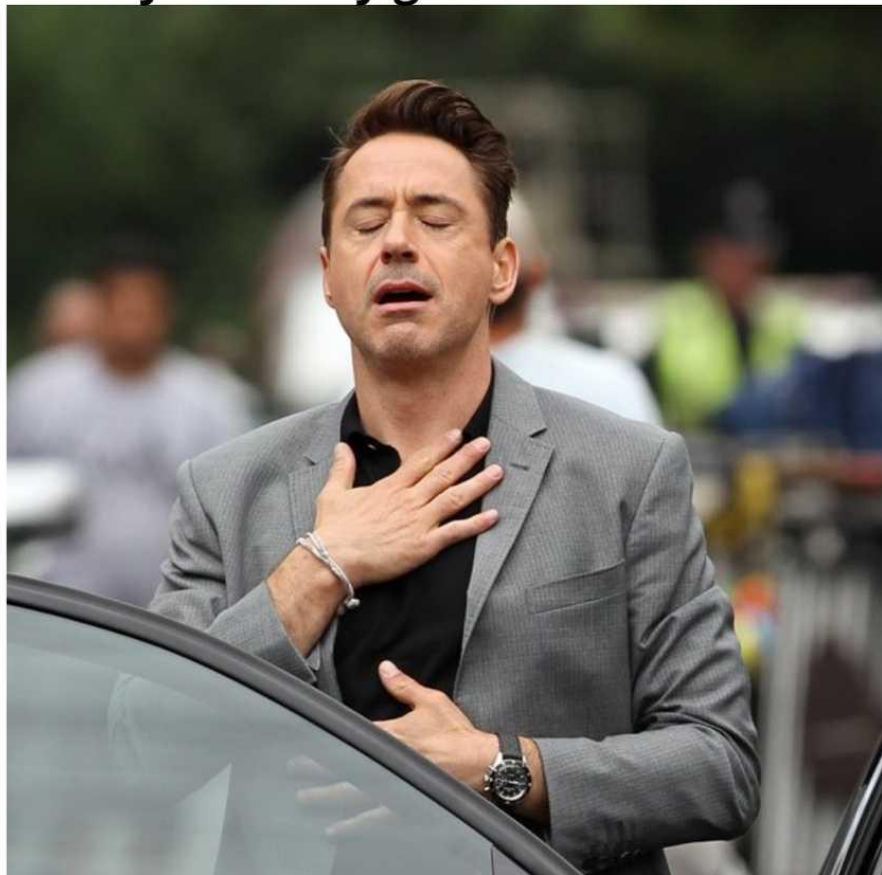
When there's a bug
in your code:

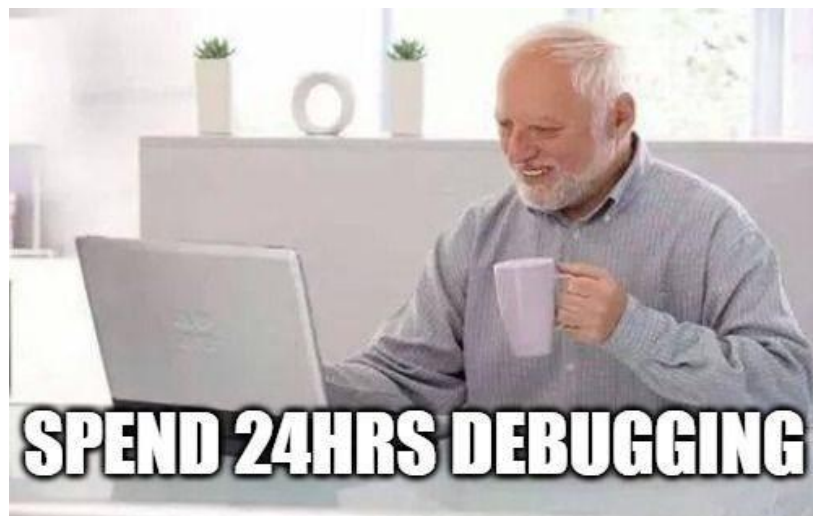


Programmers:

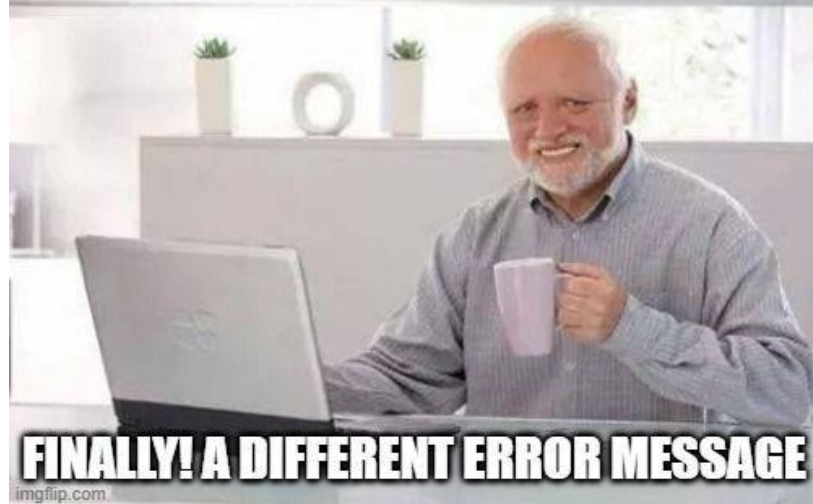


**When you stare at your code for 2 hours
and you finally get a different error**

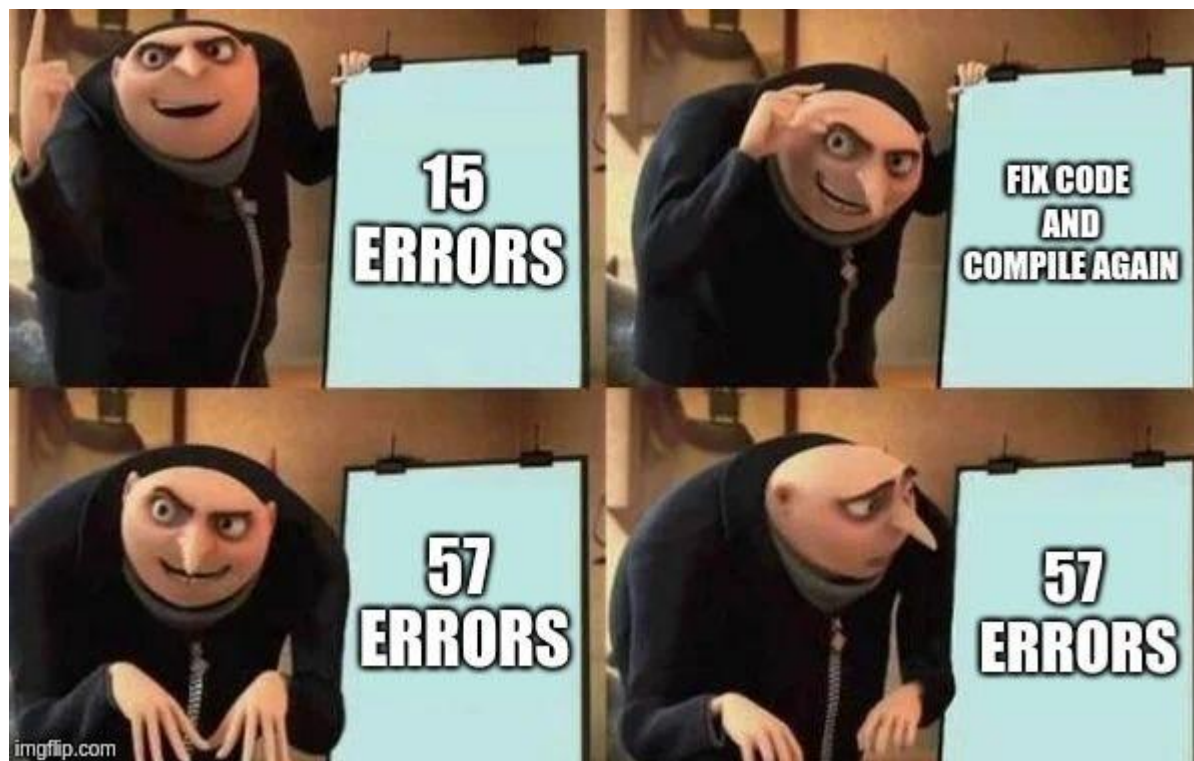




SPEND 24HRS DEBUGGING



FINALLY! A DIFFERENT ERROR MESSAGE

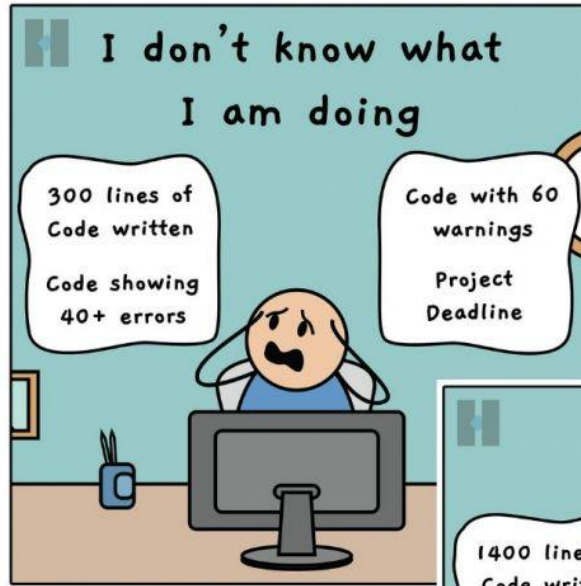


Error on line 42

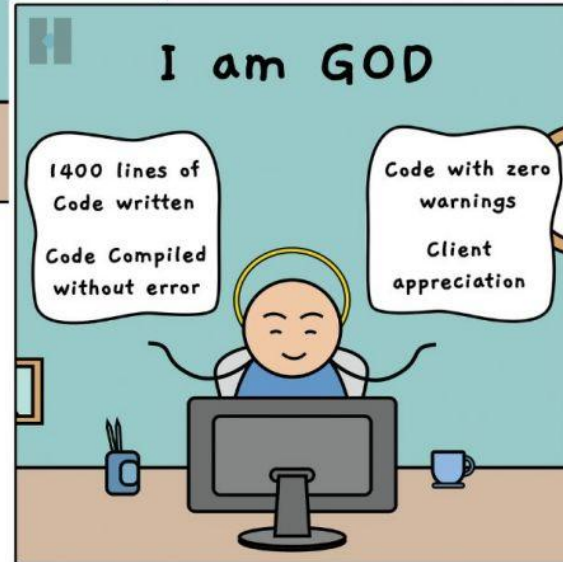
```
41      });  
42  
43      if (includ
```

imgflip.com





Two stages of
Programmer

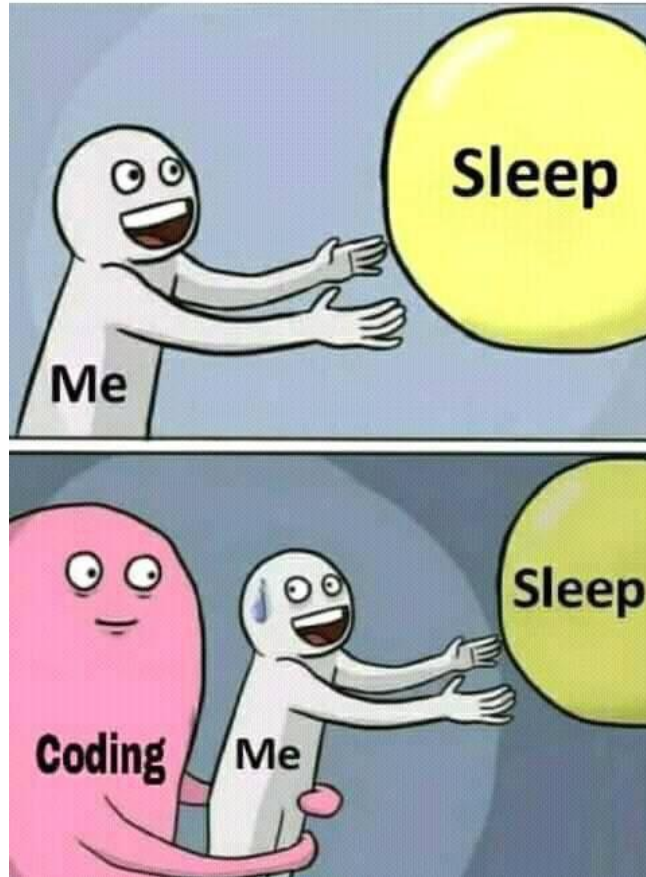


STAND BACK

WE'RE TRYING THIS IN PRODUCTION



Me every night !!



AM I BROKEN ?

**I ACTUALLY ENJOY STAYING
UP ALL NIGHT LONG CODING**

I code better at night

11:00 PM



11:05 PM



AM I TESTING THIS PROGRAM



OR IS IT TESTING ME?



USER-DEFINED FUNCTIONS!

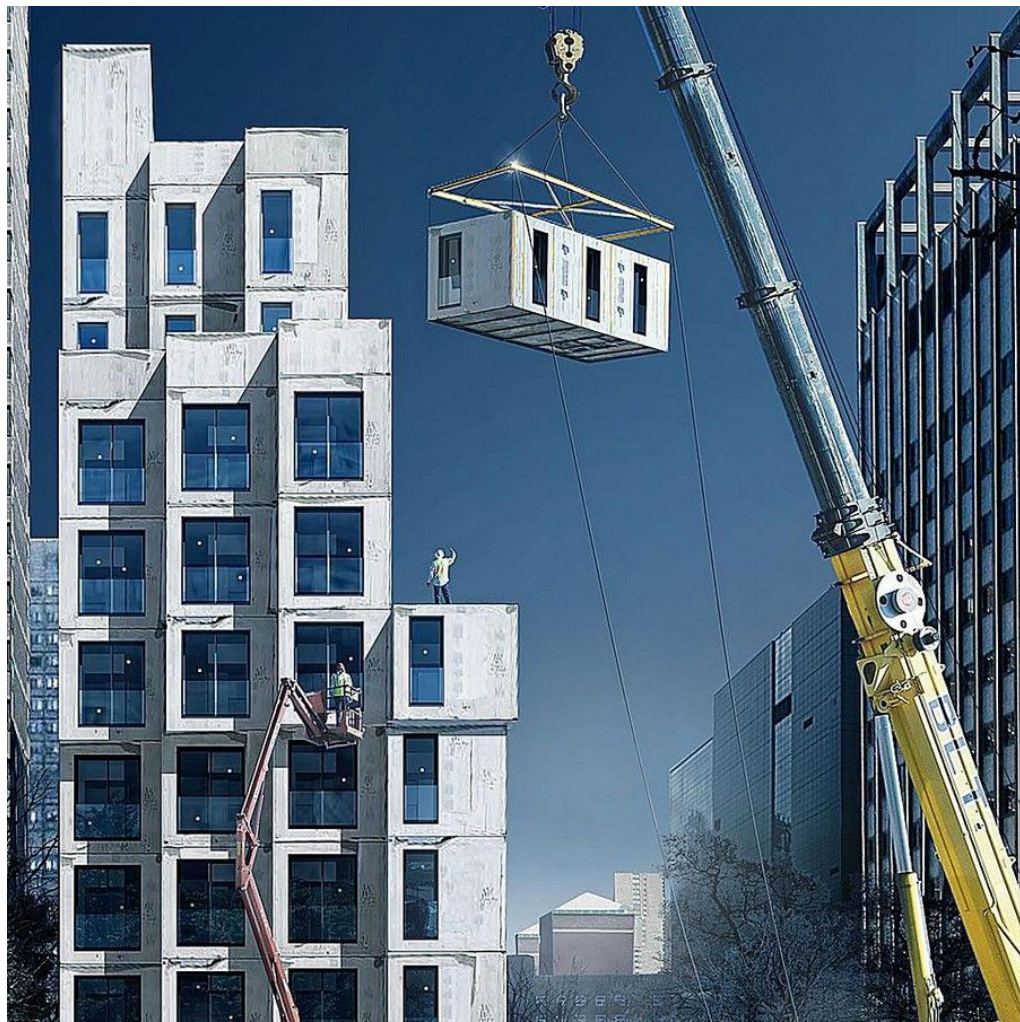
- Building blocks of code
- Set of executable statements (runs when called)

WHY?

- Easier to read (style)
- Easier to debug
- Easier to reuse, not repeat code
- Modular







Function structure:

- **1. Declare**
(above main)
- **2. Define**
(below main)
- **3. Call**
(inside main)

```
#include <iostream>

int sum(int a, int b);

int main() {
    int r = sum(10, 20);
    std::cout << r;
}

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



Function declaration anatomy:

return type name(parameter list);

```
int myFunction(int var1, int var2);
```



Function definition anatomy:

return type name(parameter list)

```
int myFunction(int var1, int var2)
{
    // my code!
    return something
}
```



Function call anatomy:

name(arguments);

```
myFunction(num1, num2);
```



VOID function anatomy:

return type name(parameter list)

```
void sayHello(string name) {  
    // my code!  
    cout << "hello, " << name;  
}
```

```
#include <iostream>

// Declaring a function
void print();

int main() {
    print();
}

// Defining a function
void print() {
    std::cout << "Hello World!";
}
```




MAIN function anatomy:

return type name(parameter list)

Return type = int!

0 = exit code, “success”

```
int main() {  
    // my code!  
    return 0  
}
```

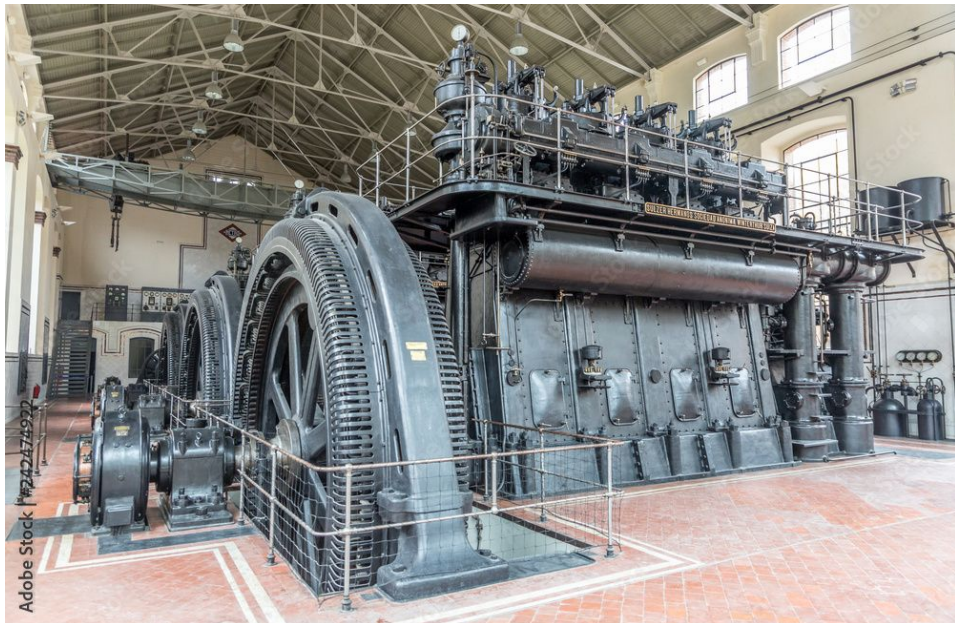


Mid-term

- REGRET PERIOD: UNTIL FRIDAY @ MIDNIGHT
- Speak to me after class, over Discord DM, or over e-mail; discussion + resolution

FUNCTIONS: abstraction

farther **away** from the guts, computation, data, hardware, etc.





SCOPE

GLOBAL
everywhere!

local
only accessible in the function where they were created



```
#include <iostream>
```

```
void print();
```

```
int i = 10;      // global variable
```

```
int main() {  
    std::cout << i << "\n";  
}
```

```
void print() {  
    int j = 0;    // local variable  
    i = 20;  
    std::cout << i << "\n";  
    std::cout << j << "\n";  
}
```

"Function overload":

Functions can have the same name but handle different data types

```
int cubeNumber(int x);  
double cubeNumber(double x);
```


"PASS BY VALUE":

everything we have done so far, local variables stay local, because every parameter is a "copy"

"PASS BY REFERENCE":

can treat parameter like a global variable, changes outside of scope

pass by reference



fillCup()

pass by value



fillCup()