

Fun Facts about Functions with Mr C

ESC101: Fundamentals of Computing

Purushottam Kar

Announcements

- Last date for dropping Advanced Track October 12
 - Application must be an email to instructor, mentors, teammates
- Last date for dropping ESC101 course October 12
 - Application must be on standard DoAA course drop form – no email!
- Joint tutorial for B1 and B14 on October 12
 - 12 – 1 PM (same time), L19 - just an arrangement for this week ☺



Mr C takes a Math Lesson

3



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Mathematics is full of functions - we define more powerful functions using simple functions



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Mr C tak

Although we can write $\tan(x)$ in terms of addition, subtraction, multiplication and division, we almost never do that. We always write $\tan(x) = \sin(x)/\cos(x)$

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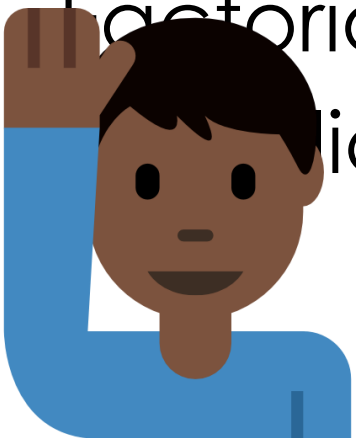
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Helps us write much cleaner math expressions, as well as we do not make mistakes very often

multiplication ☺
of addition ☺



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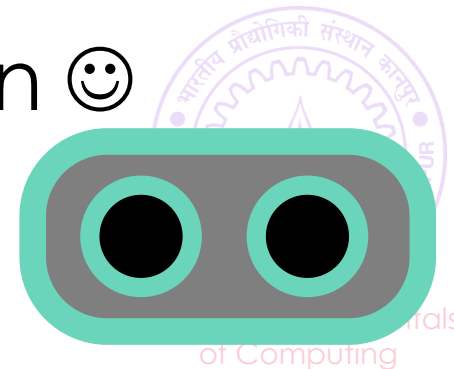
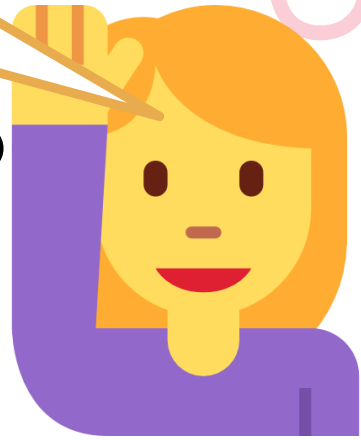
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Factorial

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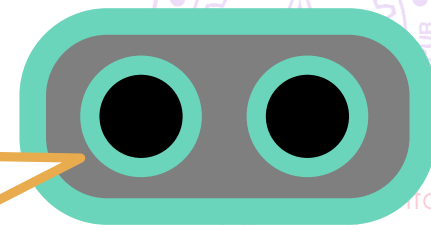
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Helps us write much cleaner math expressions, as well as we do not make mistakes very often

I too allow you to write your own functions for your comfort and to make your code easier to read and easier to debug!



The Anatomy of a C Function

4



The Anatomy of a C Function

4

HOW WE MUST SPEAK TO MR. COMPILER



The Anatomy of a C Function

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HOW WE MUST SPEAK TO MR. COMPILER



```
int isUpperAlpha(char x){  
  
}
```

HOW WE USUALLY SPEAK TO A HUMAN

}

The Anatomy of a C Function

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HOW WE MUST SPEAK TO MR. COMPILER

```
int isUpperAlpha(char x){  
    int a = (x >= 'A') && (x <= 'Z');  
  
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HOW WE USUALLY SPEAK TO A HUMAN

isUpperAlpha is a function that takes in a character (let us call that character x) as input and gives an integer as output



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Upon receiving input, please create an integer variable a and store 1 in a if input is upper case alphabet else store 0 in a



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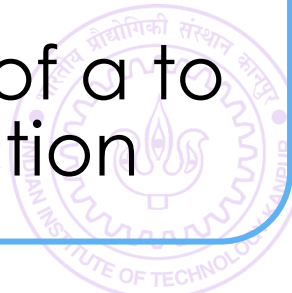
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Please output the value of a to whomever used this function



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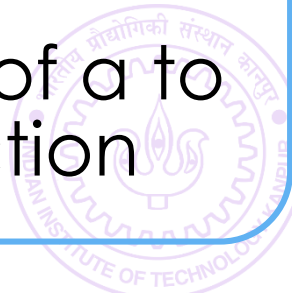
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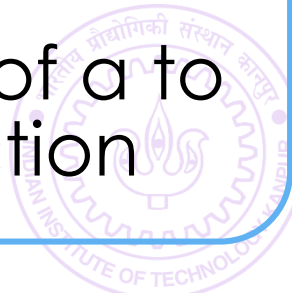
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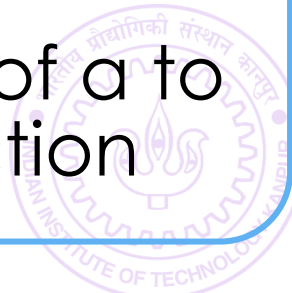
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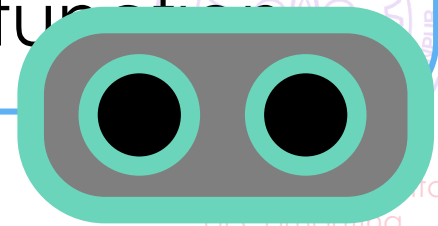
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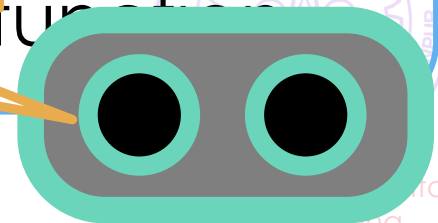
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A function *returns* its output

whenever.



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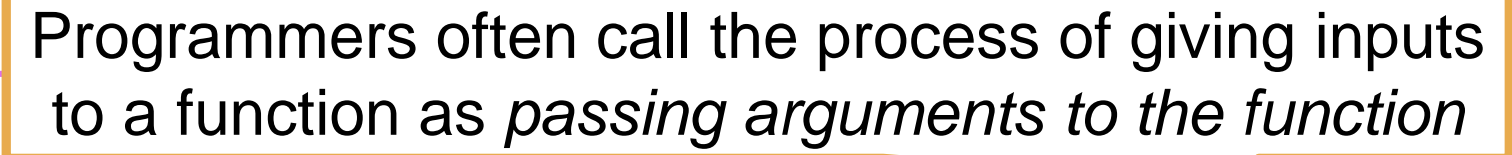
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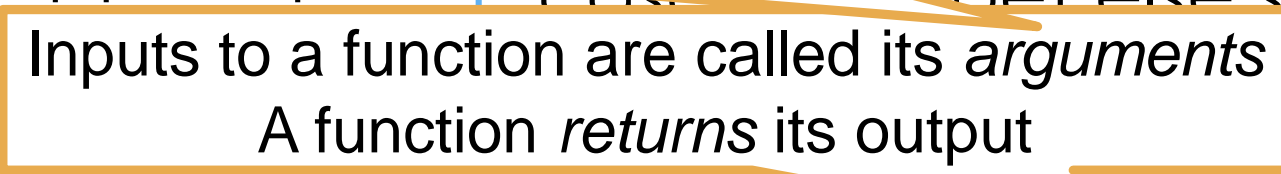
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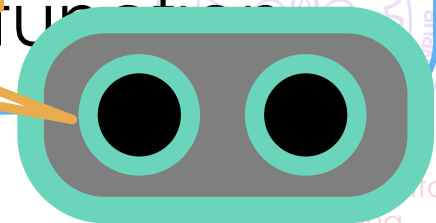
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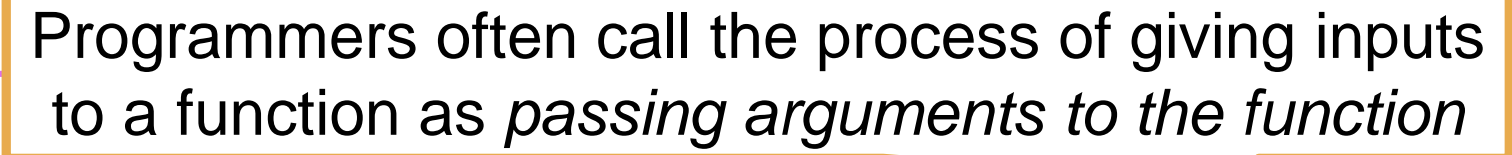
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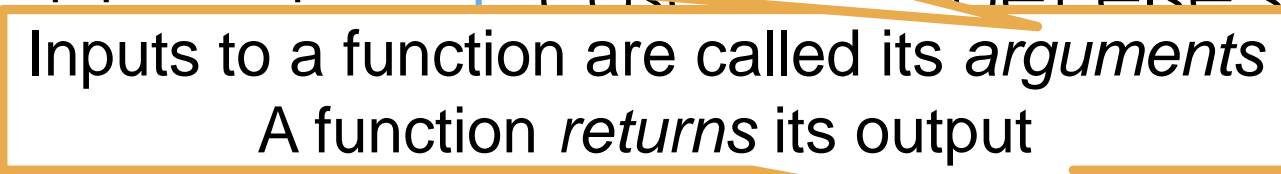
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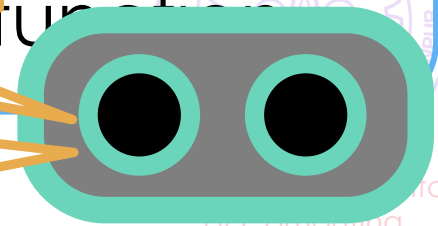
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A function may have many inputs but only one output



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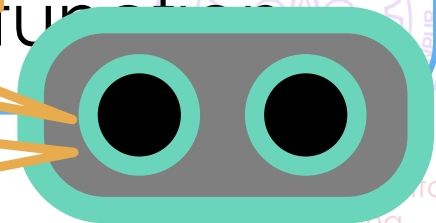
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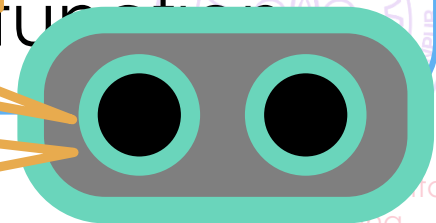
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☹️ So I cant write a function that returns 2 integers – say x and y coordinates?

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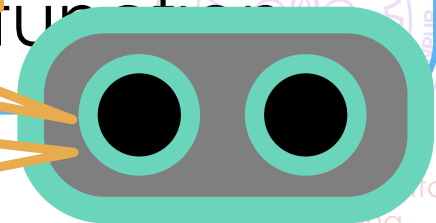
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int isU

Yes you can! But you have to be a bit clever about doing so

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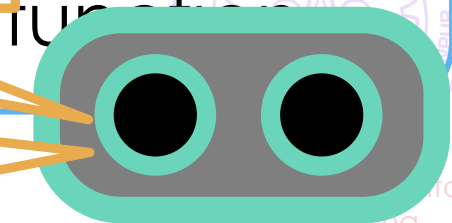
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HOW WE USUALLY SPEAK TO A HUMAN

isUpperAlpha is a function that takes in a character (let us call that character x) as input and gives an integer as output

Upon receiving input, please give variable a value if input is upper alpha else store 0 in a



A function may have many inputs but only one output

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HOW WE MUST SPEAK TO MR. COMPILER

HOW WE USUALLY SPEAK TO A HUMAN

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We will teach you 3 ways to return more than one output in this course 😊

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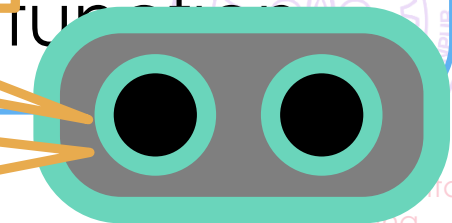
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A function may have many inputs but only one output

isUpperAlpha is a function that takes in a character (let us call that character x) as input and returns an integer as output

Receiving input, please assign a variable a to store the input. If input is upper case, store 1 in a, else store 0 in a



Functional Terminology

5



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Function Name: must be a valid identifier abc, a124, _ab1



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When you use a function, we say you have *called* that function. If the function outputs something, we say the function *returned* that output back to you



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The English word return has two meanings

I returned from the ESC101 lab at 5PM

I returned the two books I had issued from the library



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Functions return back values to you just as you return books



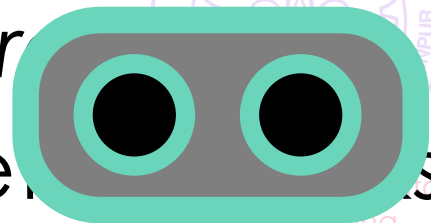
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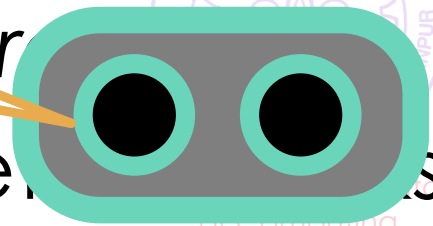
Return type: what does the function *return*

When you use a function, we say you have *called* that function. If the function outputs something, we say the function *returned* that output back to you

The English word *I returned from* You must define the function **before** using the function (within main or your own functions)

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Functions return back values to you just as you return



Some Functional Exercises

6



Some Functional Exercises

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Define a function to input two integers, output their max



Some Functional Exercises

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Define a function to input two integers, output their max

Define a function to print Hello World



Some Functional Exercises

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Define a function to input two integers, output their max

Define a function to print Hello World

Define a function to output 1 if input is prime else 0



Some Functional Exercises

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Define a function to input two integers, output their max

Define a function to print Hello World

Define a function to output 1 if input is prime else 0

Define a function to input two integers and print Hello World if their max is prime



Some Functional Exercises

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Define a function to input two integers, output their max

Define a function to print Hello World

Define a function to output 1 if input is prime else 0

Define a function to input two integers and print Hello World if their max is prime

Define a function to print the max of 3 numbers



Some Functional Exercises

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Define a function to input two integers, output their max

Define a function to print Hello World

Define a function to output 1 if input is prime else 0

Define a function to input two integers and print Hello World if their max is prime

Define a function to print the max of 3 numbers

Define a function to input a character, output its upper case version if lower case else output the character itself



Arguments and Return types

7



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You can define a function that takes in no input and gives no output



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You can define a function that takes inputs but gives no output

```
void sum(int a, int b){  
    printf("Sum %d", a+b);  
}
```



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You can define a function that takes inputs but gives no output

```
void sum(int a, int b){  
    printf("Sum %d", a+b);  
}
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You can define a function that takes no input but gives an output



Arguments and Return types

7

You can define a function that takes in no input and gives no output

Even `void print(){ ... }` works

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void print(void){  
    printf("Hello World");  
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More on Arguments

8



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Calling a function is like creating a clone of Mr C. This clone starts afresh, with any inputs you have given. The clone forgets all old variable names and values.



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Will see more about this “cloning” behaviour tomorrow



More on Arguments

9



More on Arguments

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If you have promised to give a function two integers,
please give it two integers



More on Arguments

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If you give it only one or three integers, compilation error



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Be careful to not make typecasting errors



More on Return

10



More on Return

10

May write return statement many times inside a function



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When Mr C (his clone actually) sees a return statement, he immediately generates the output and function execution stops there.



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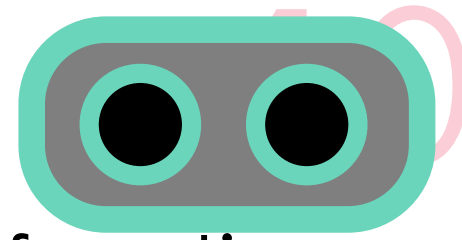
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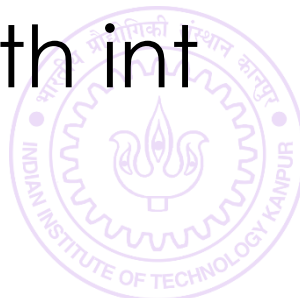
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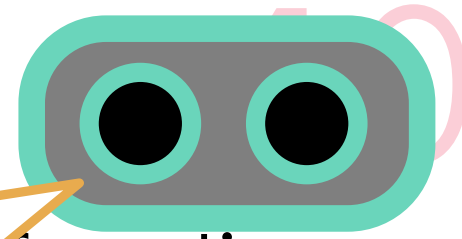
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More on

For functions that do not need to return anything i.e. void return type, you can either say return; or else not write return at all inside the function body in which case the entire body will get executed



May write return; at the end of a function

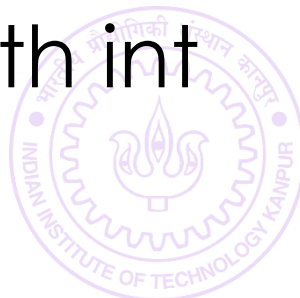
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More on Return

11



More on Return

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The value that is returned can be used safely just as a normal variable of that same data type



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You can freely use returned values in expressions



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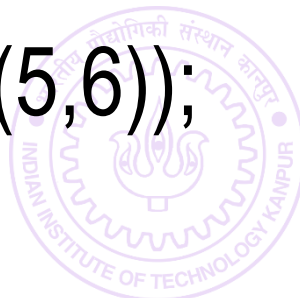
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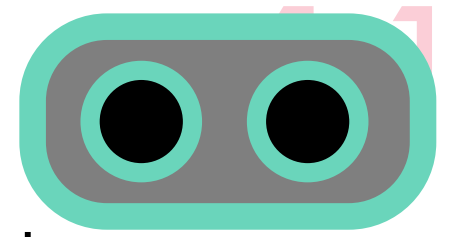
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```
int main(){  
    printf("%d", sum(3,4) - sum(5,6));  
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More on Return



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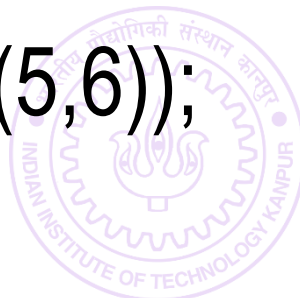
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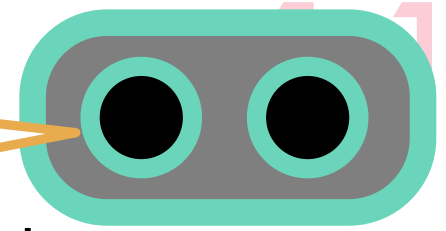
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More on Return

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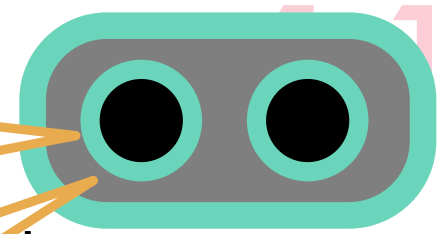
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More on Return

main() is also a function
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The value that is returned by main() is like a reserved function name. Just as a normal variable of type int, you cannot name your function main.

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Benefits of writing functions

12



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Allows you to think very clearly



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E.g. if you want to do something if the integer n is a prime number or if it is divisible by 11



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if(isPrime(n) || isDivby11(n)){
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Write the body of the if condition without worrying about primality testing etc and then define the functions later 😊



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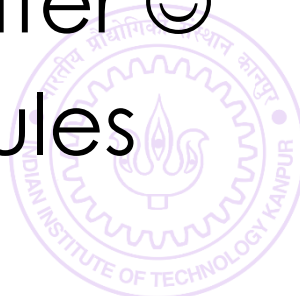
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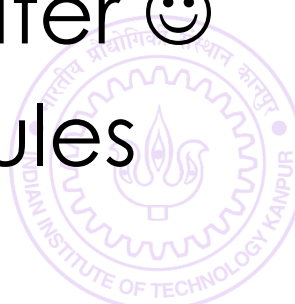
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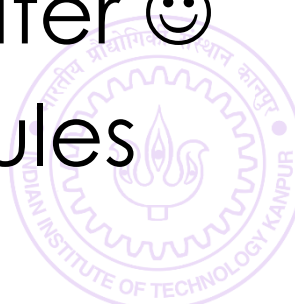
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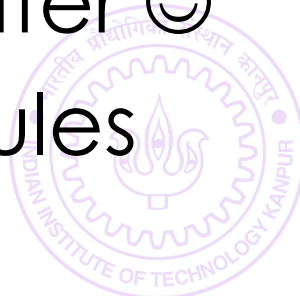
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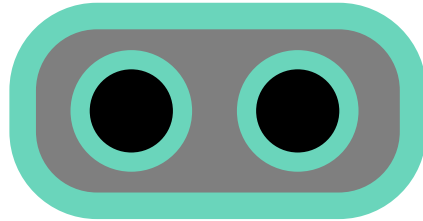
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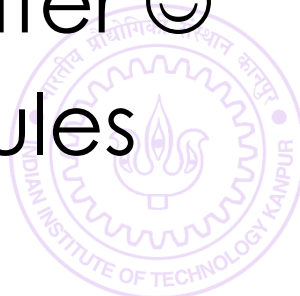
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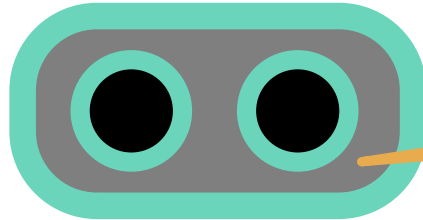
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Writing code that has modules is a type of *modular programming* – it is the the industry standard!

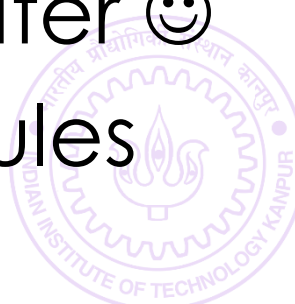
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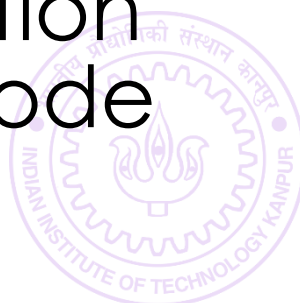
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Rest of code need not be touched, only faulty function needs to be fixed – again the industry standard of code maintenance.



Benefits of writing functions

14



Benefits of writing functions

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We reused code in today's codes – didn't have to rewrite code – may make mistakes if you write same code again