

# Fun with Functions

ESC101: Fundamentals of Computing

Purushottam Kar

# Announcements

- No tutorial this week (Students Gymkhana holiday)
  - Doubt clearing session: Friday 26 October 6PM KD101
  - Students of all sections welcome to doubt clearing session
  - Tutorial sheet will still be released on website – read it!
- AT mid-term presentations this week – see schedule!
- Next week – major quiz and end sem lab exam
  - Refer to course calendar on course website to clarify dates



# The 6 Golden Rules of Functions

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**RULE 1:** When we give a variable as input, the value stored inside that variable gets passed as an argument



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If that variable is a pointer, the address stored inside that pointer gets passed



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**RULE 2:** When we give an expression as input, the value generated by that expression gets passed as argument



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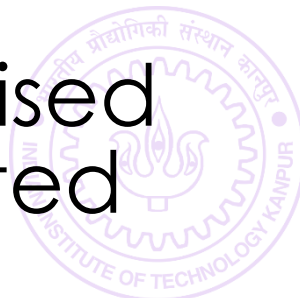
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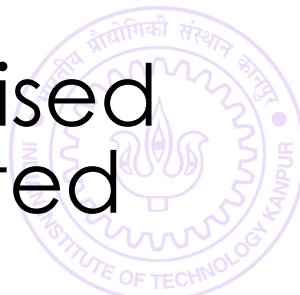
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WARNING: may cause loss of information or unexpected behavior



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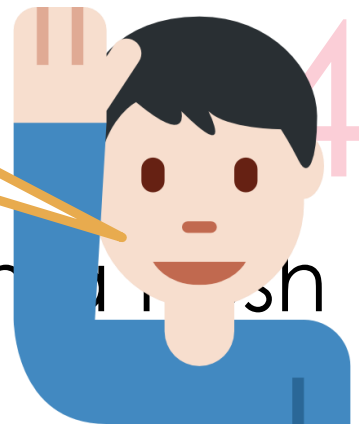
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However, verify that the float returned is not negative



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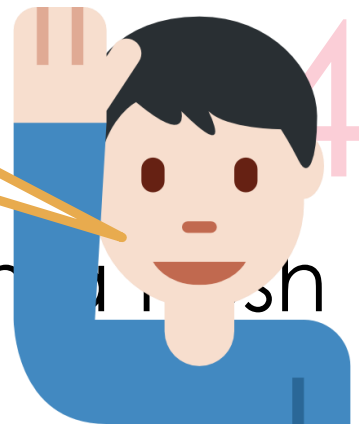
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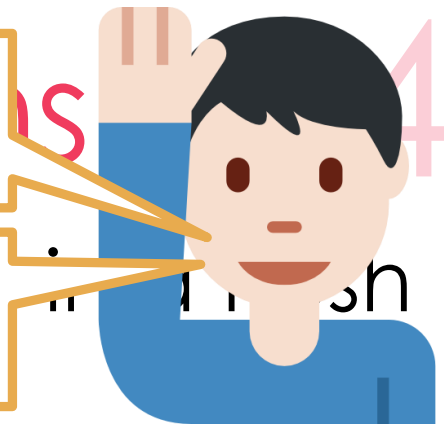


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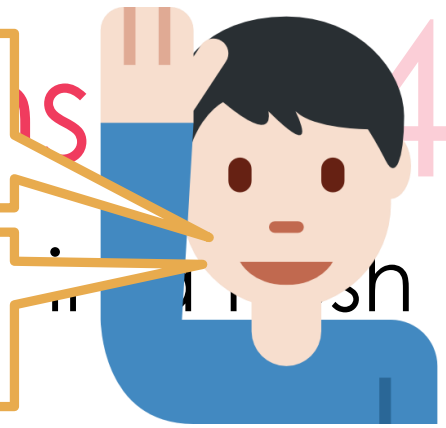


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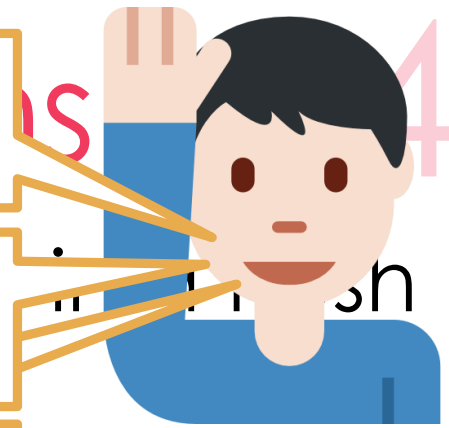
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original value  
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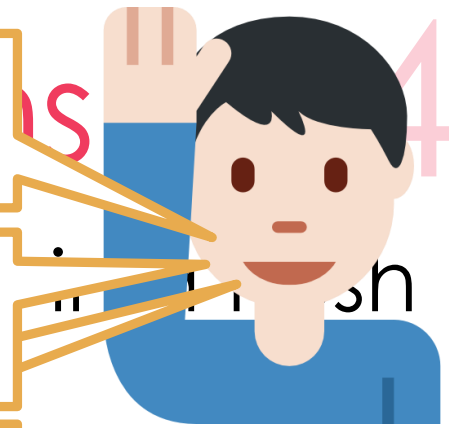
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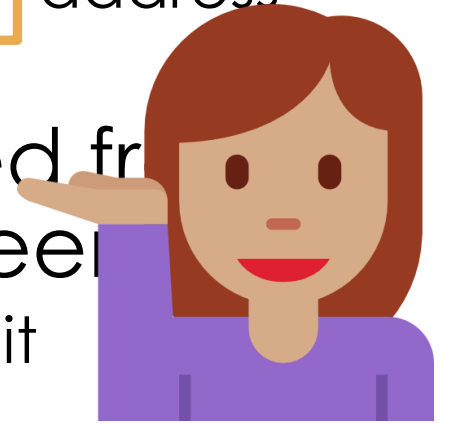


**RULE 5:** Value returned by a function can be used for any way values of that data-type could have been

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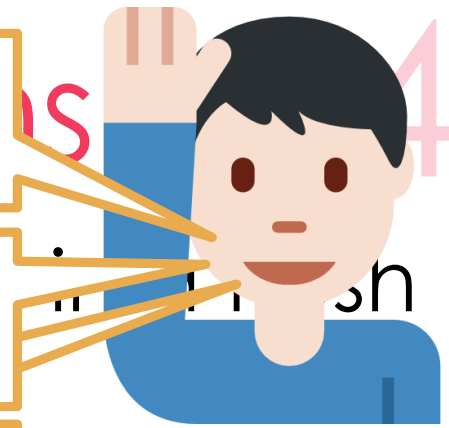
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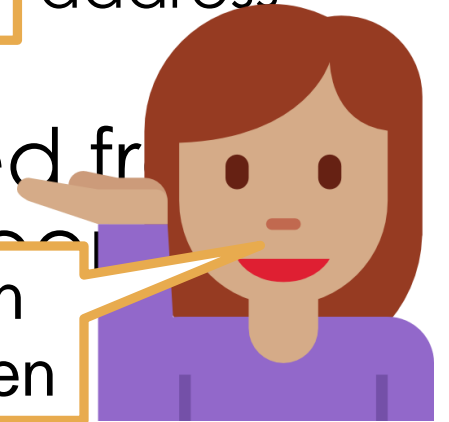
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Remember, Mr C terminates a function the moment any return statement is seen



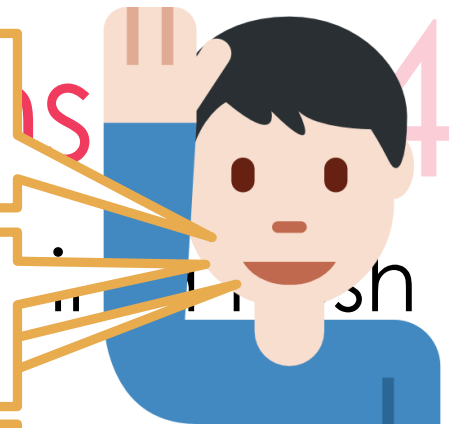
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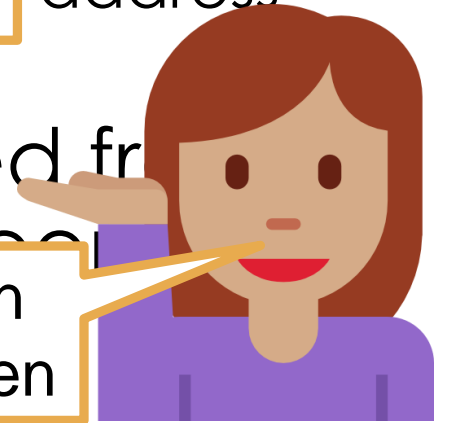
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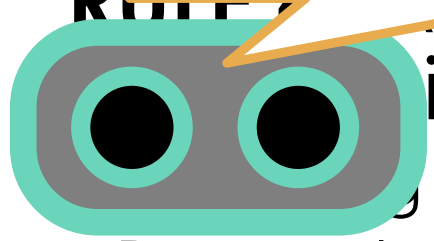
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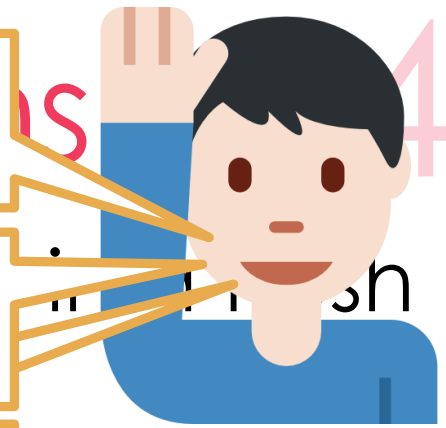
Yes, you may have multiple return statements but the clone will die the moment any one of them is seen



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original value address

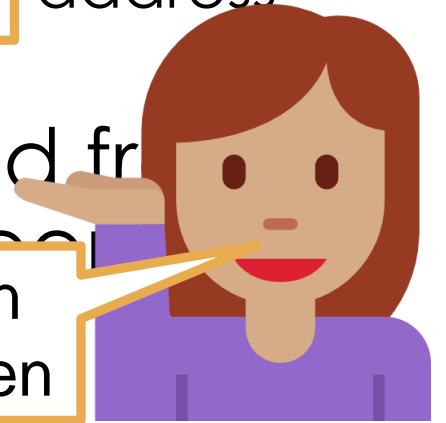
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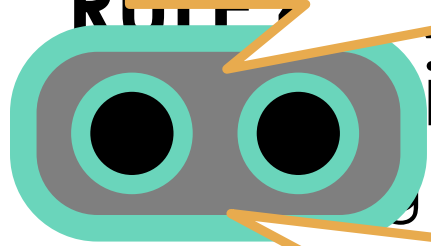
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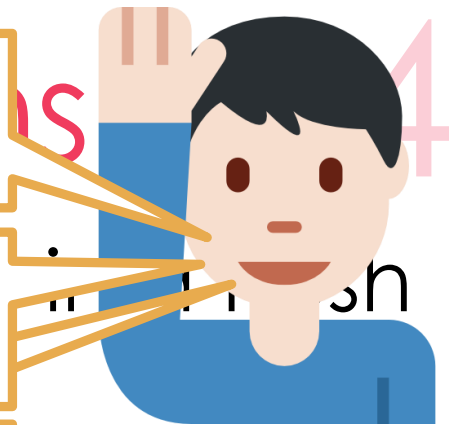
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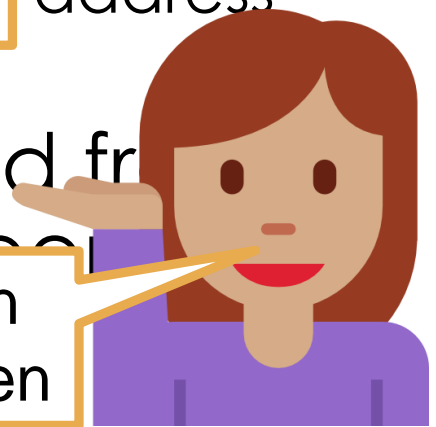
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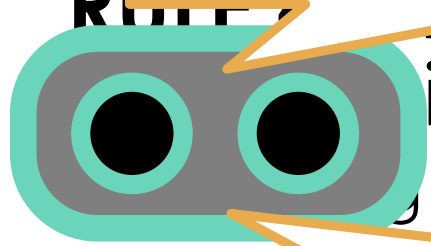


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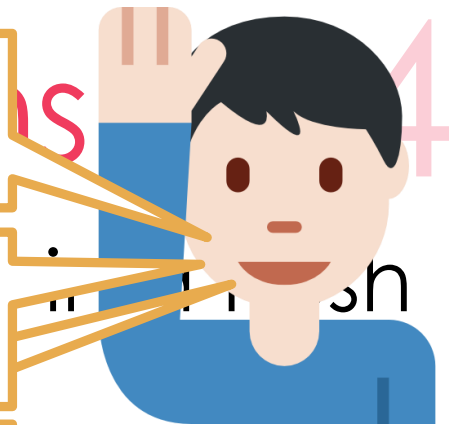
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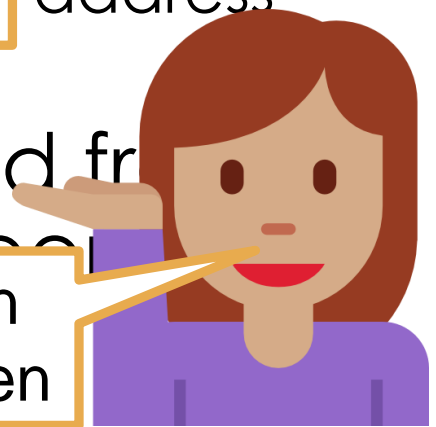
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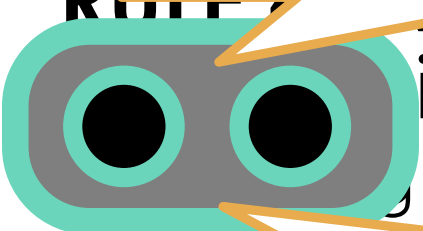
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**RULE 6:** All clones share the memory address space



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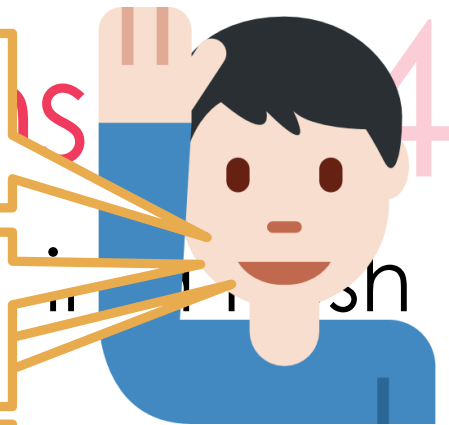
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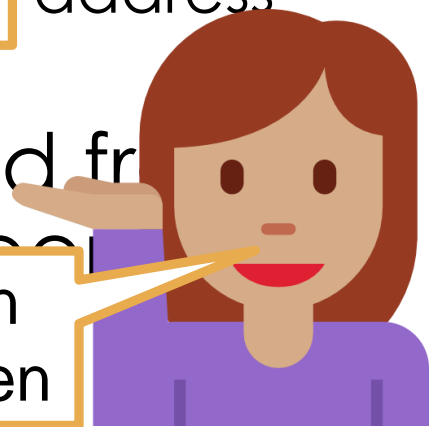
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# RULE 6: All clones share the memory address space

Let us look at this rule more closely



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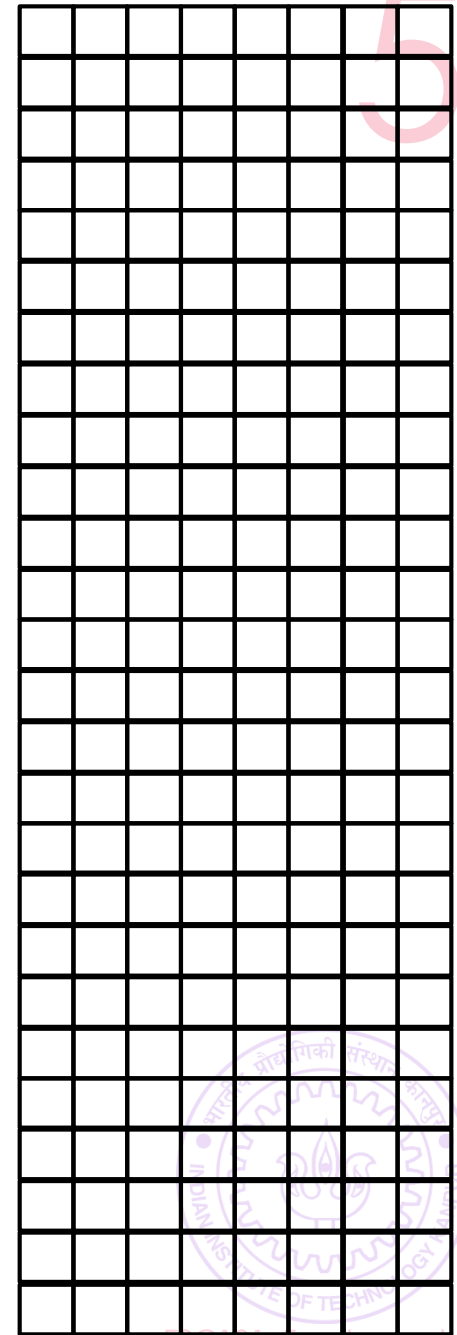
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42

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Will exploit this feature very soon!

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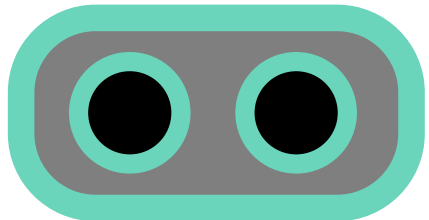
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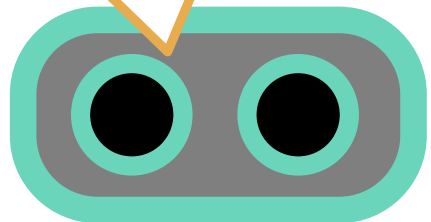
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Consider an address 000008 – no matter which clone tries to read from, or write to, memory location 000008, they will all do so from the same address

Memory location 000008 stores the integer 42



Expect this feature very soon!

a

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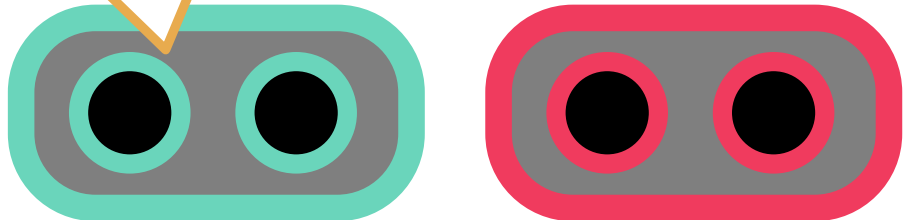
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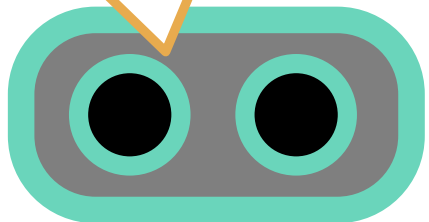
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000008 stores  
the integer 42

I also see 42  
at memory  
location 00008

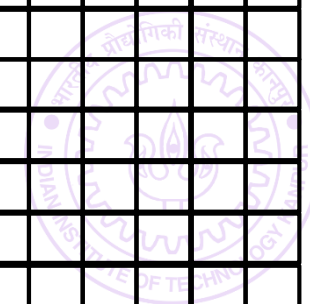
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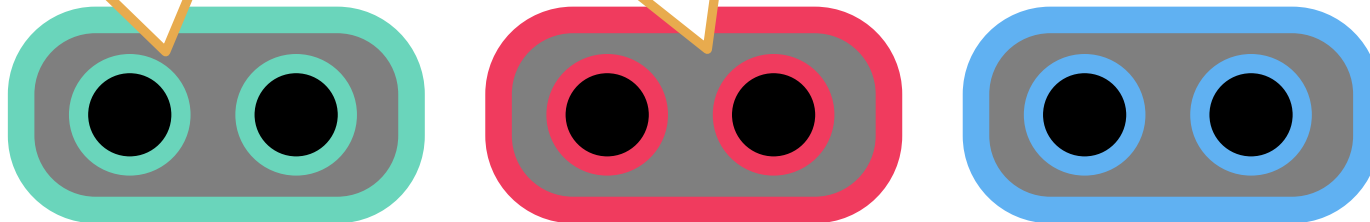
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Memory location  
000008 stores  
the integer 42

I also see 42  
at memory  
location 00008

very soon!



a

000000					
000001					
000002					
000003					
000004					
000005					
000006					
000007					
000008					
000009					
000010					
000011					
000012					
000013					
000014					
000015					
000016					
000017					
000018					
000019					
000020					
000021					
000022					
000023					
...					

42



# RULE 6: the address rule

We have seen that the clones do not care what names other clones have given to variables – all passed values are copied

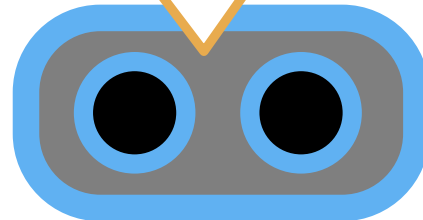
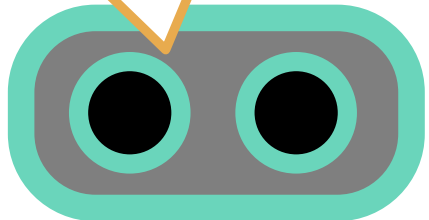
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Memory location 000008 stores the integer 42

I also see 42 at memory location 000008

I too see 42 at location 000008



a

000000					
000001					
000002					
000003					
000004					
000005					
000006					
000007					
000008					
000009					
000010					
000011					
000012					
000013					
000014					
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000017					
000018					
000019					
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000021					
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000023					
...					

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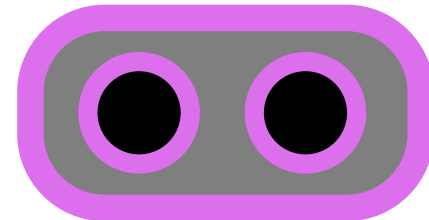
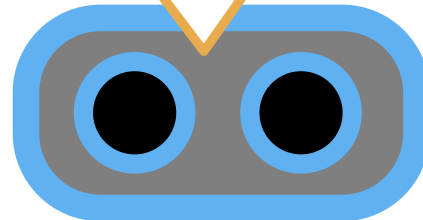
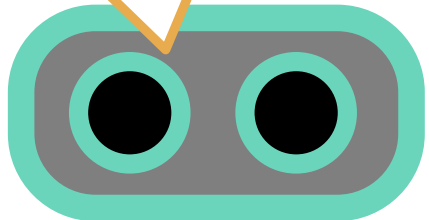
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000010					
000011					
000012					
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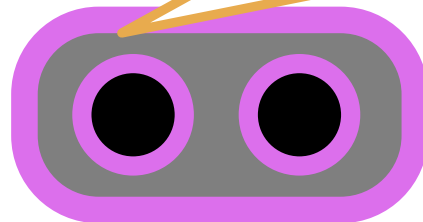
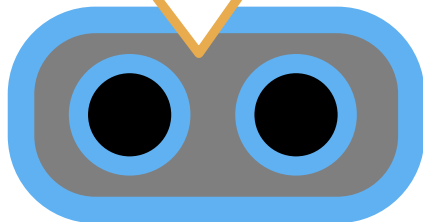
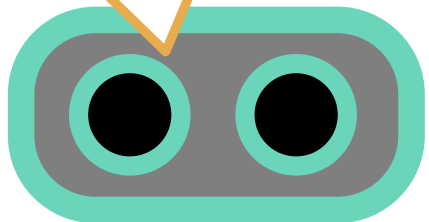
I also see 42 at memory location 000008

I too see 42 at location 000008

Guys, I am changing the value at location 000008 to 55

000000					
000001					
000002					
000003					
000004					
000005					
000006					
000007					
a 000008					
000009					
000010					
000011					
000012					
000013					
000014					
000015					
000016					
000017					
000018					
...					
000022					
000023					
...					

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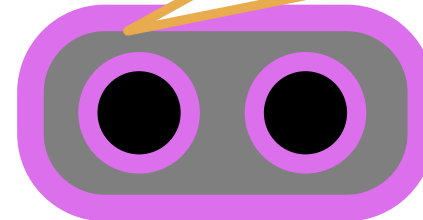
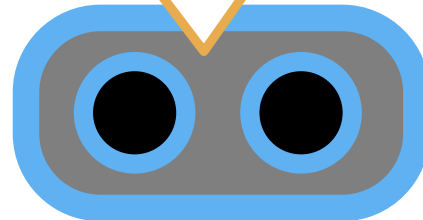
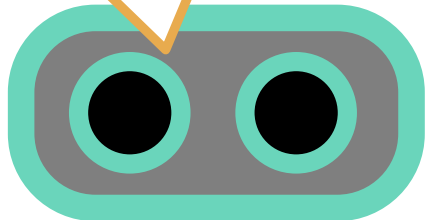
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000018					
...					
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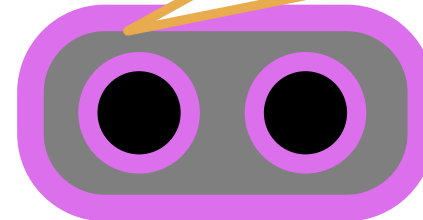
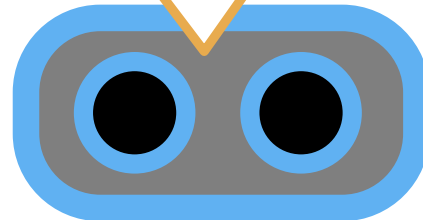
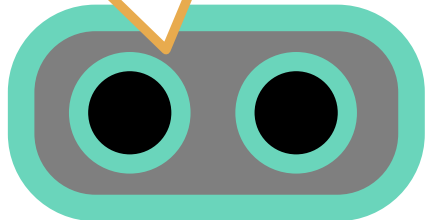
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000014					
000015					
000016					
000017					
000018					
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000023					
...					

55

# A word of caution

6



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We will take examples to understand each of them



# Passing simple variables/expressions<sup>7</sup>



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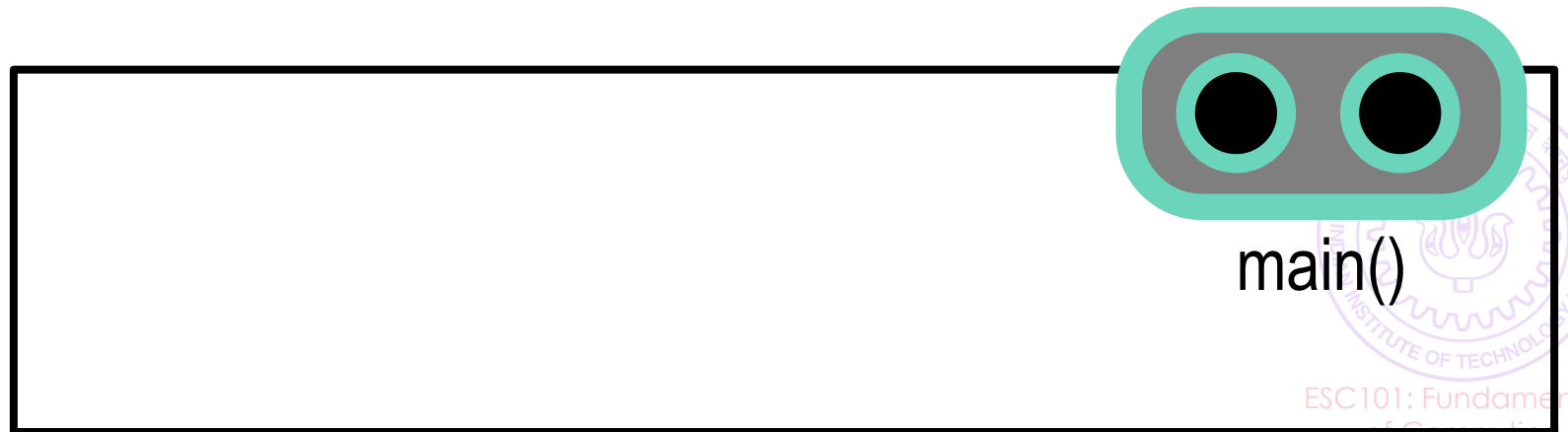


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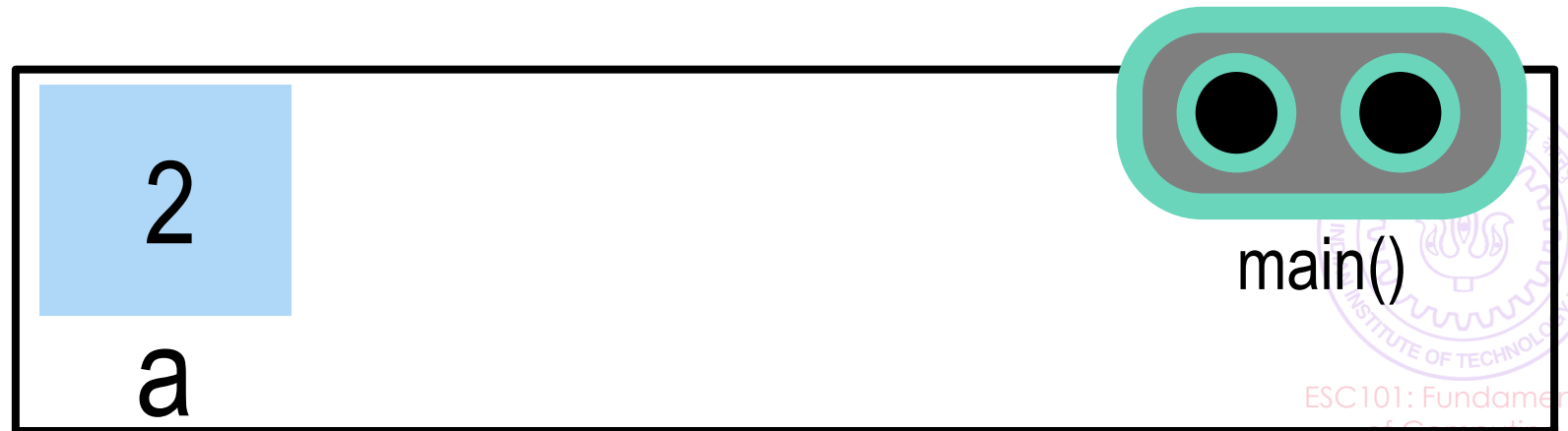


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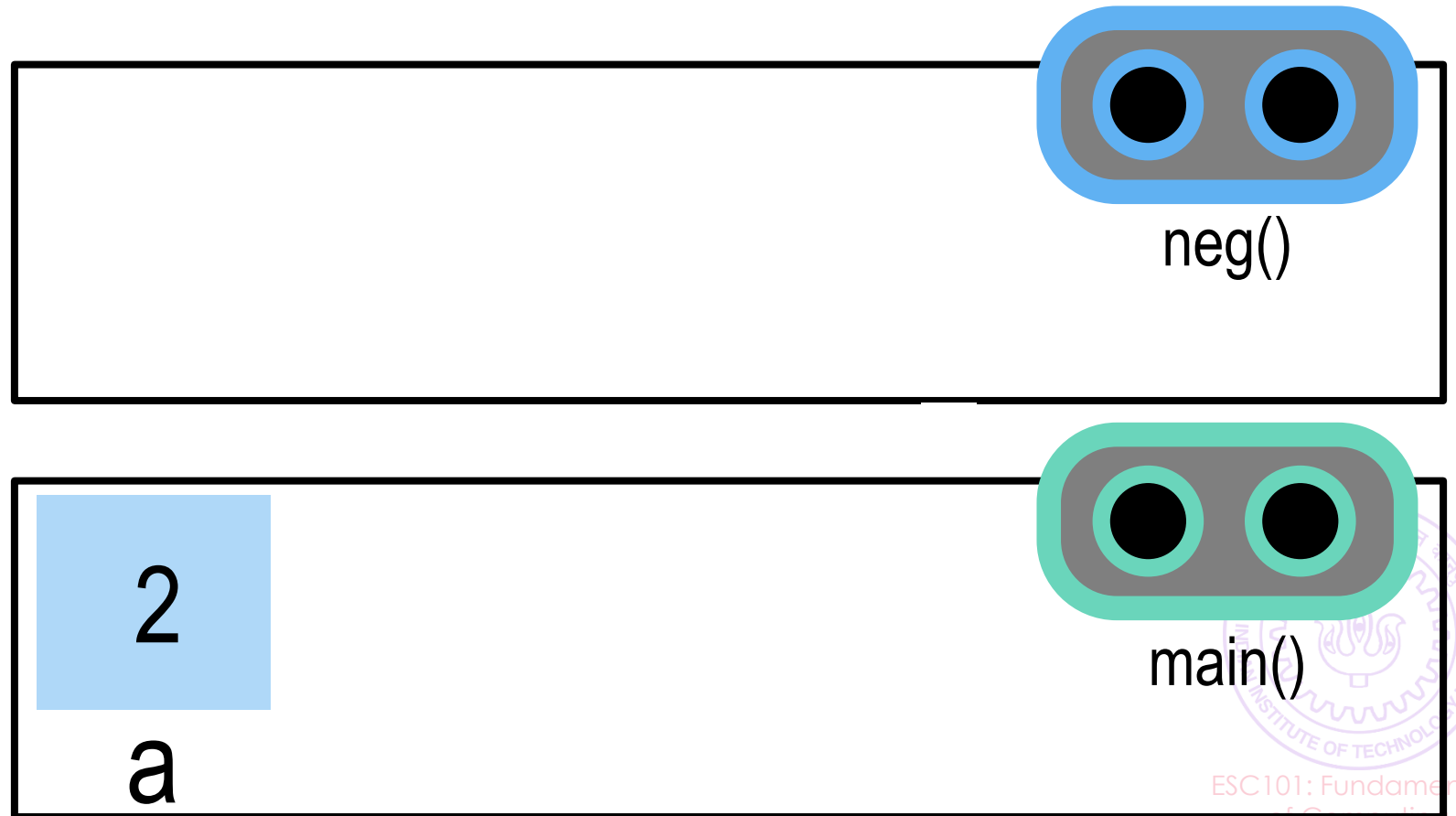


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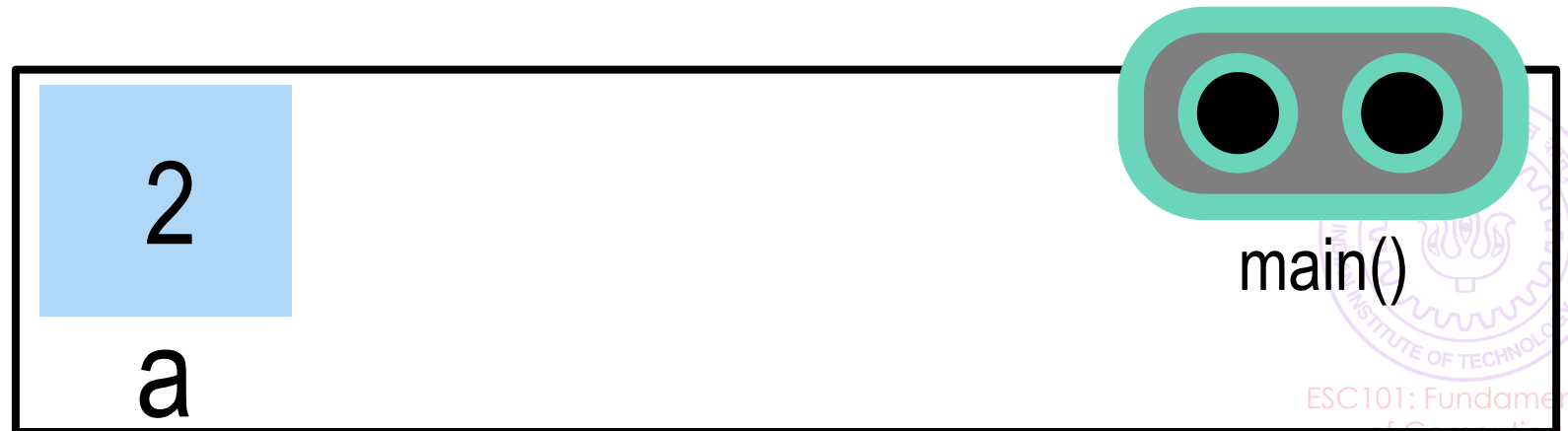
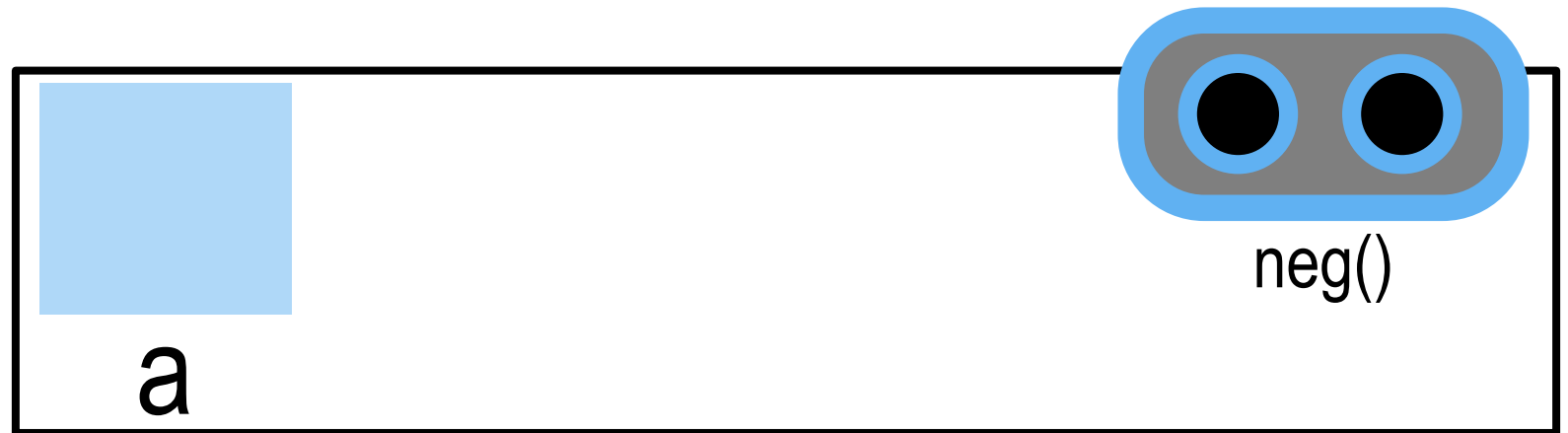


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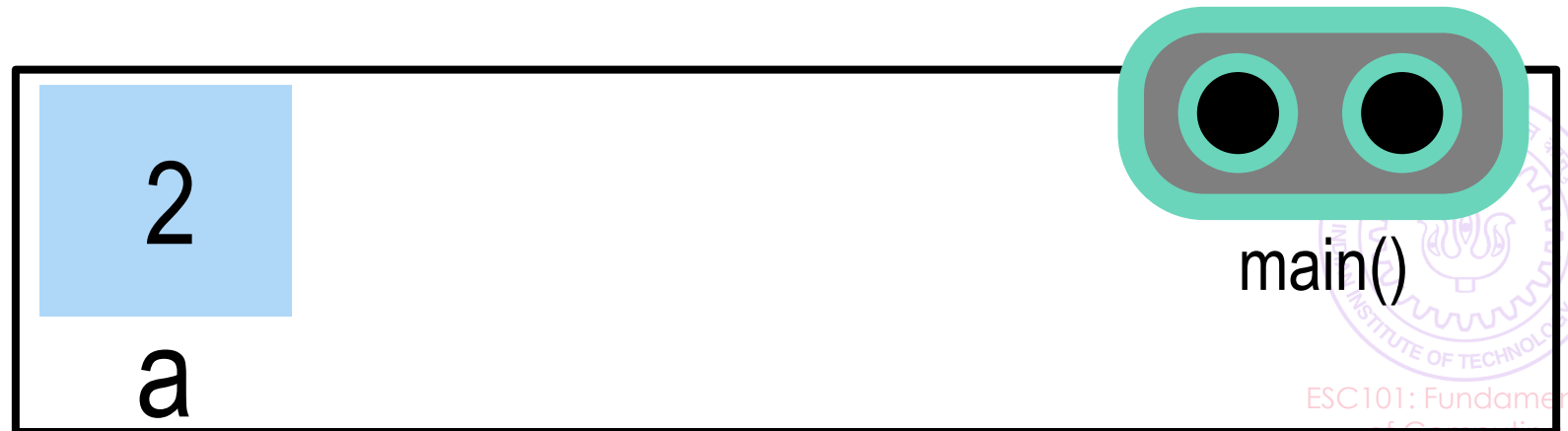
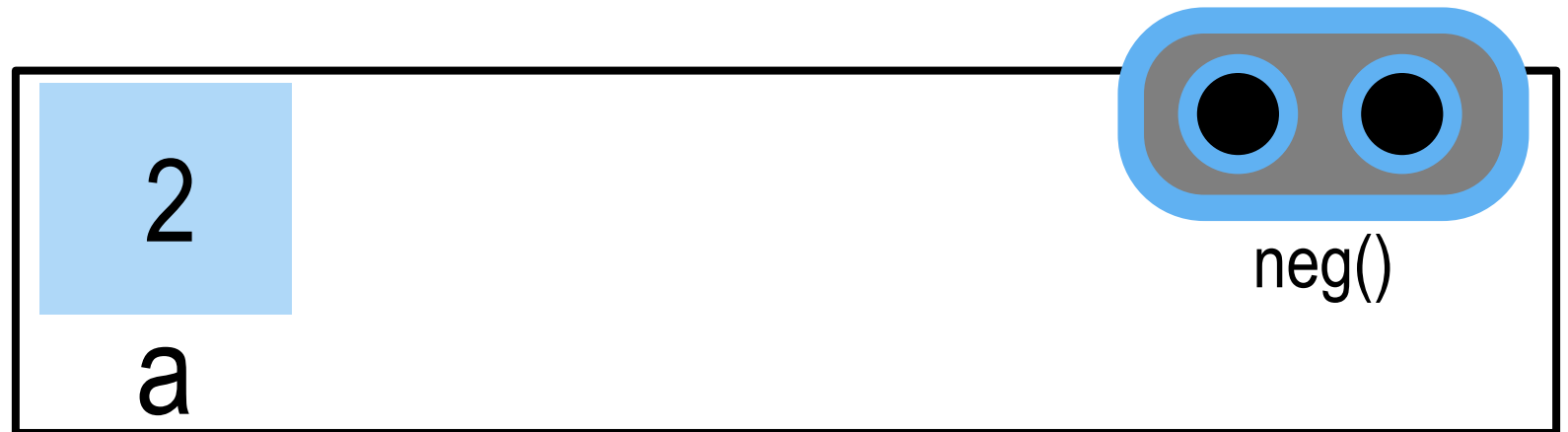


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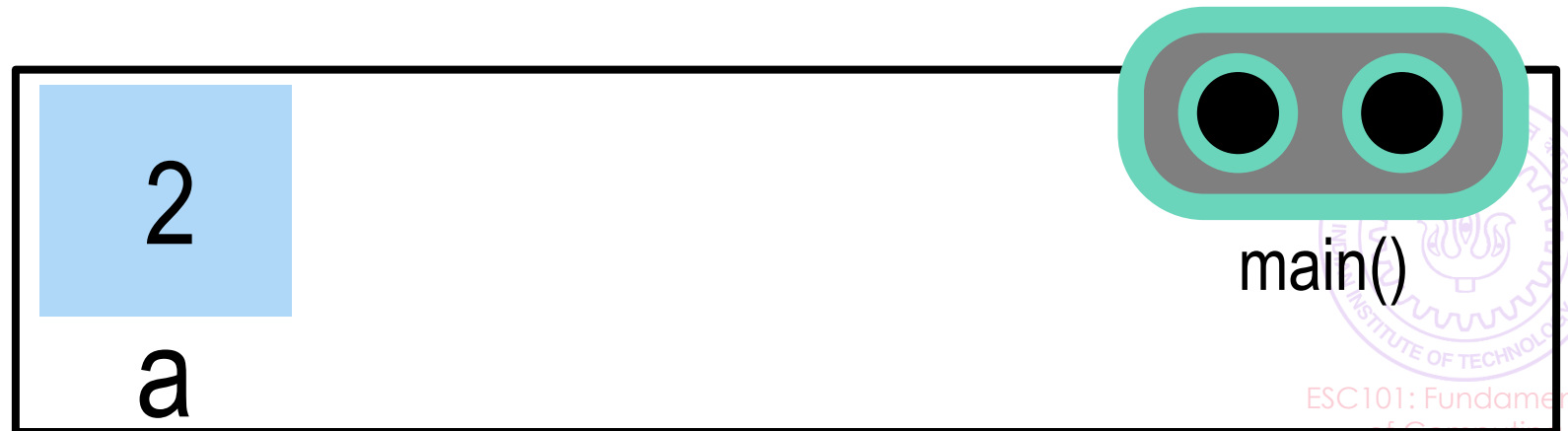
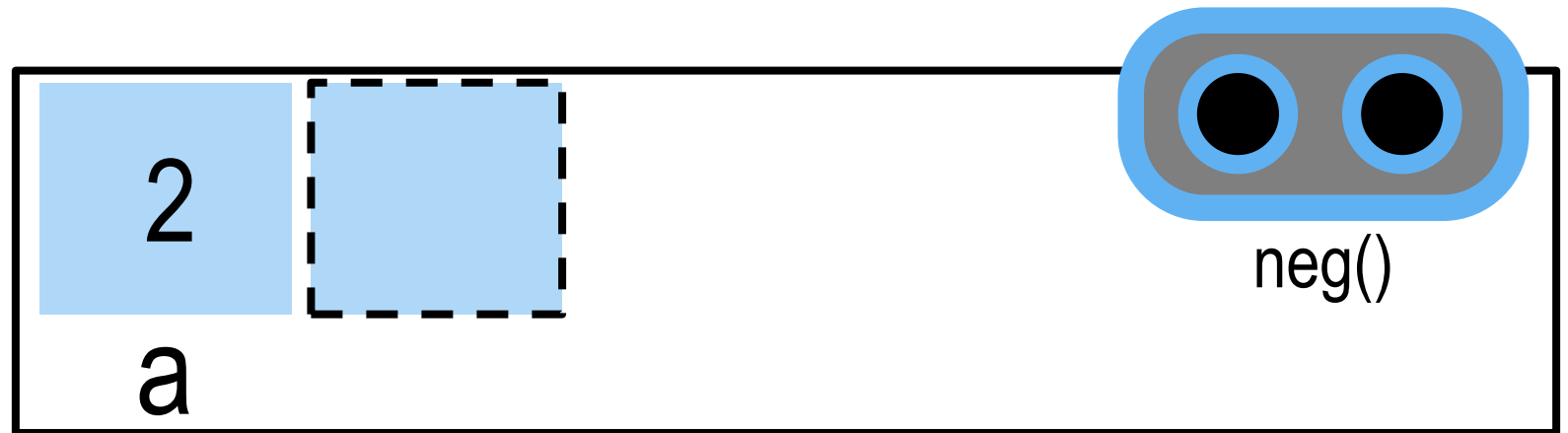


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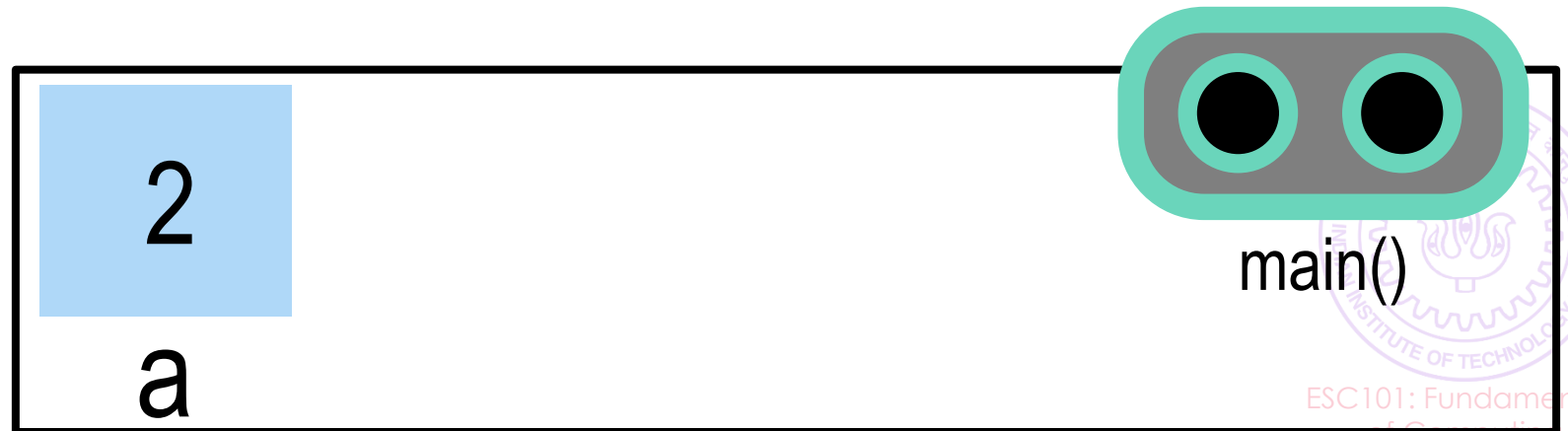
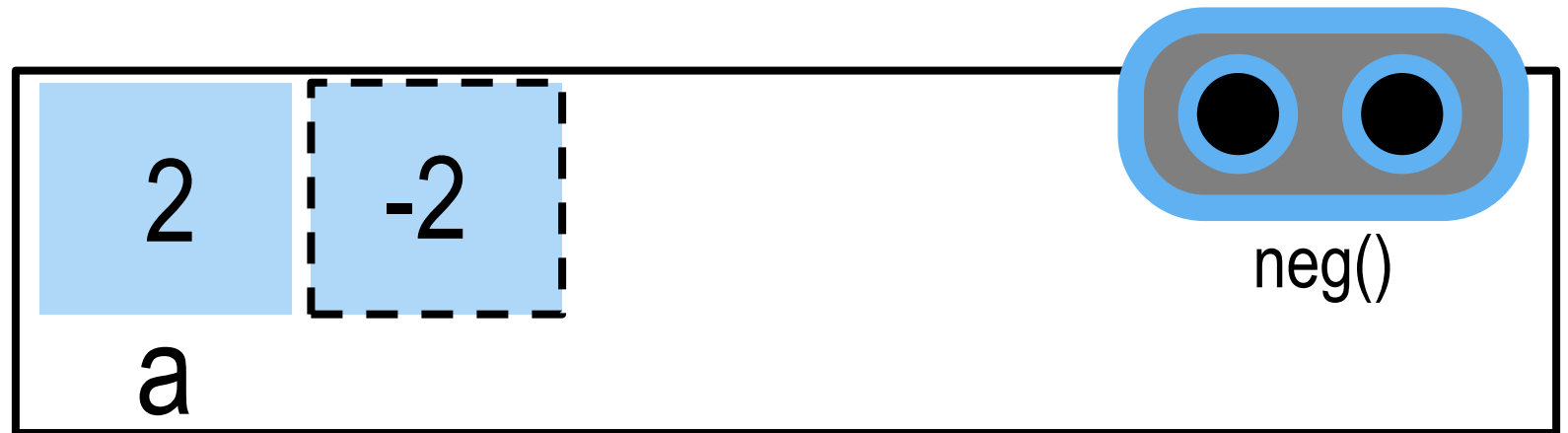


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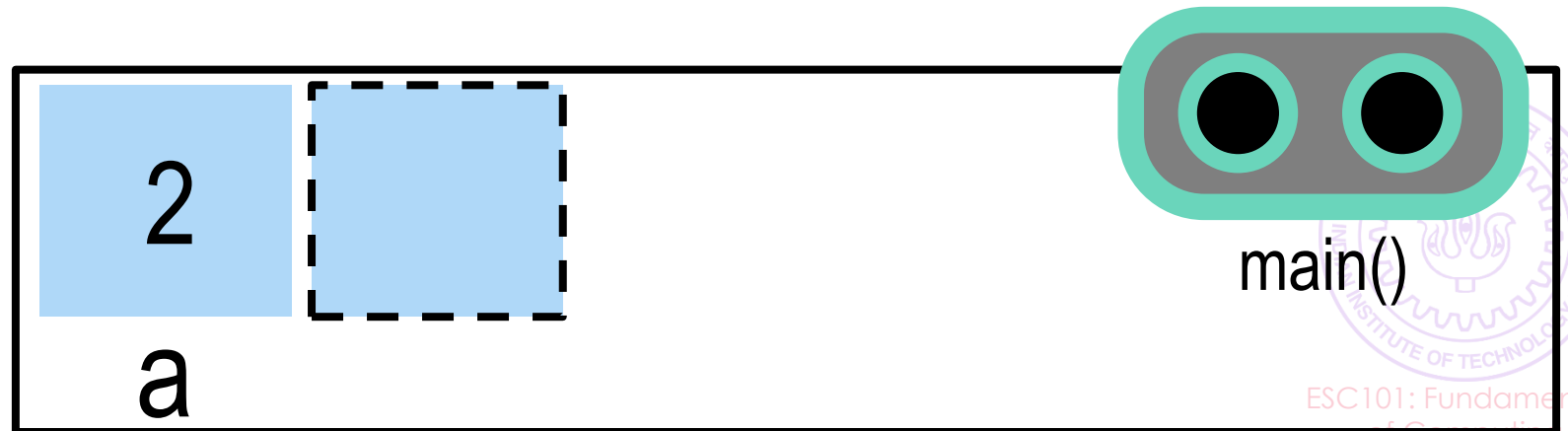
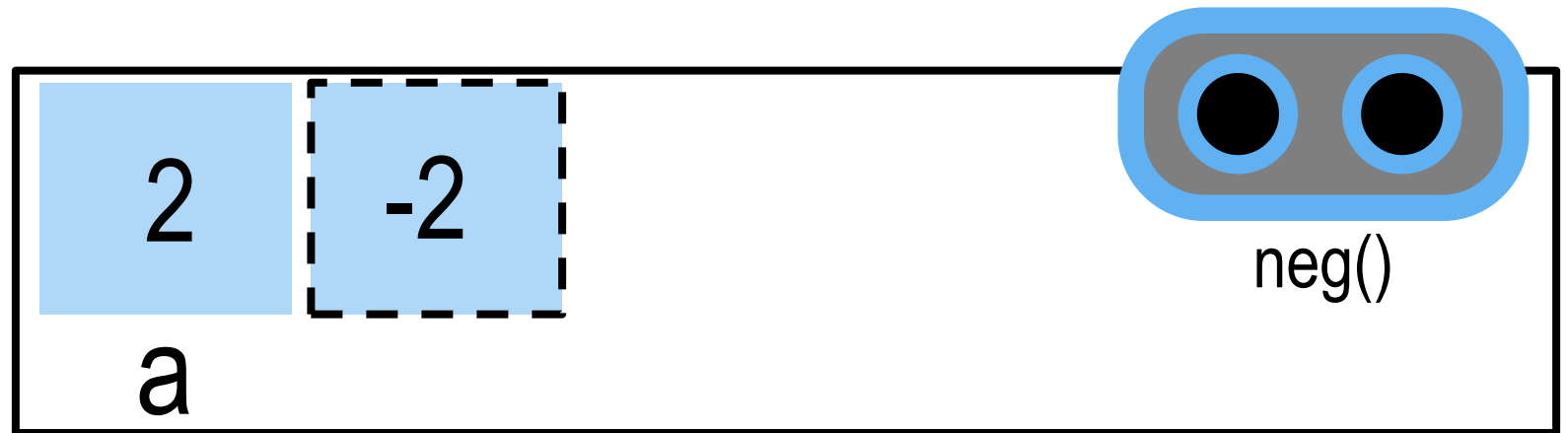


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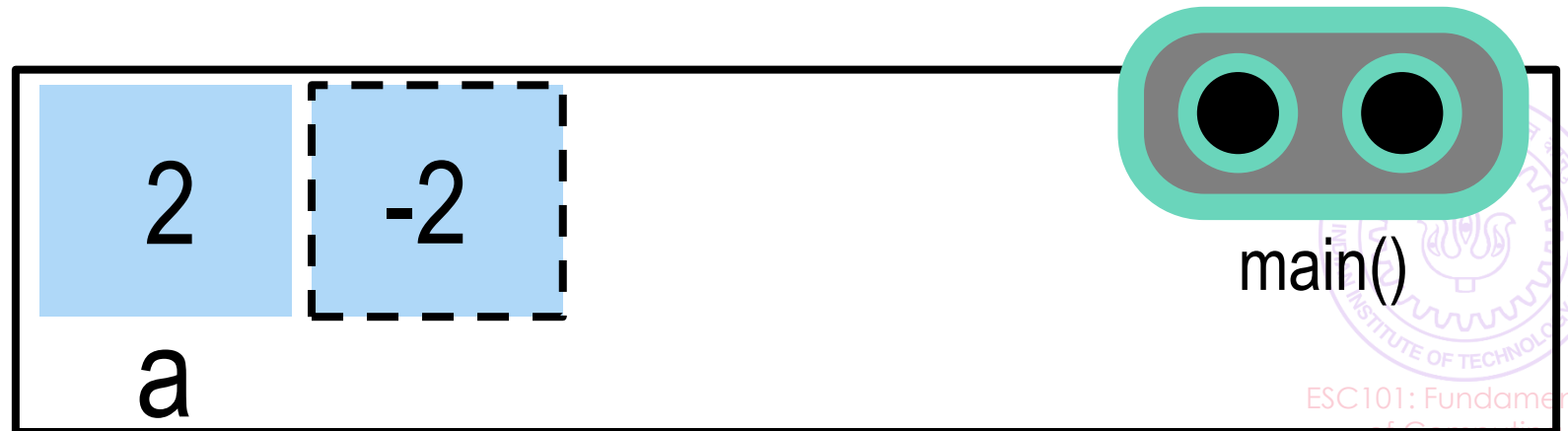
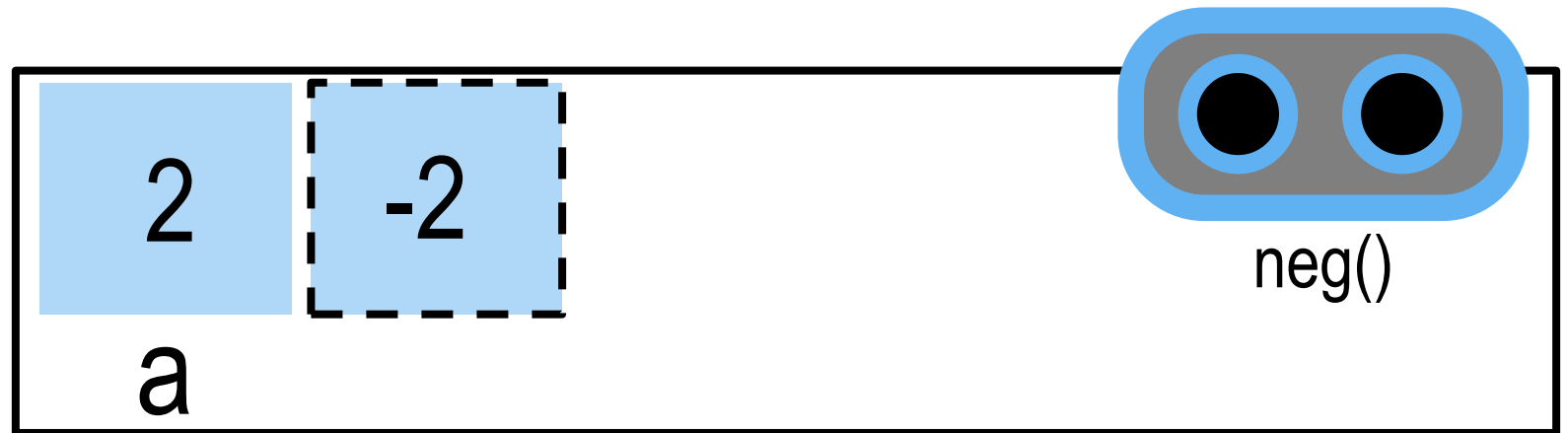


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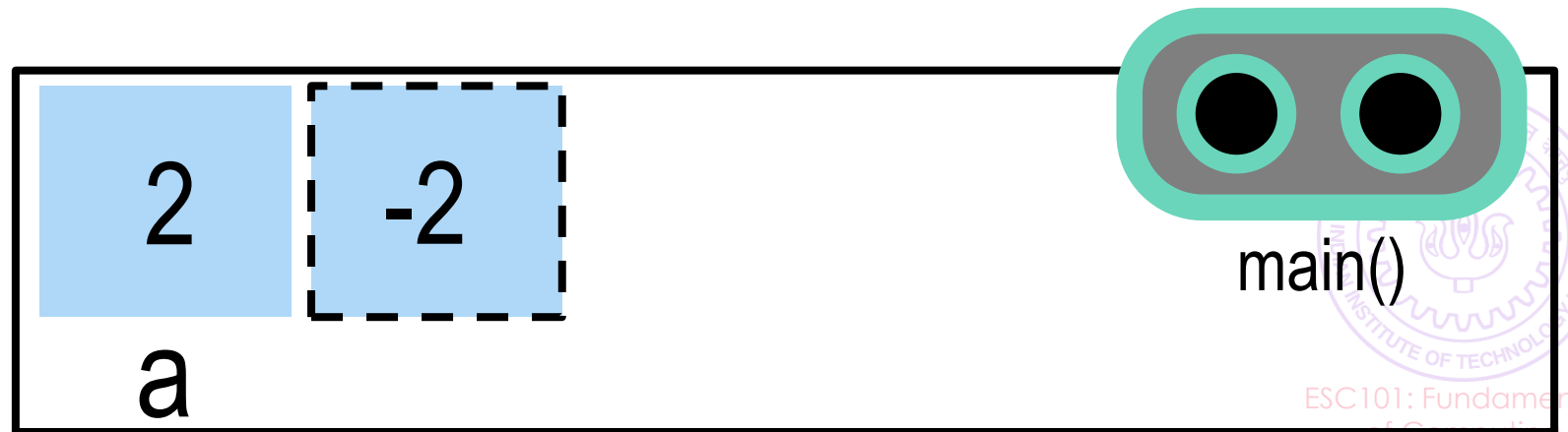


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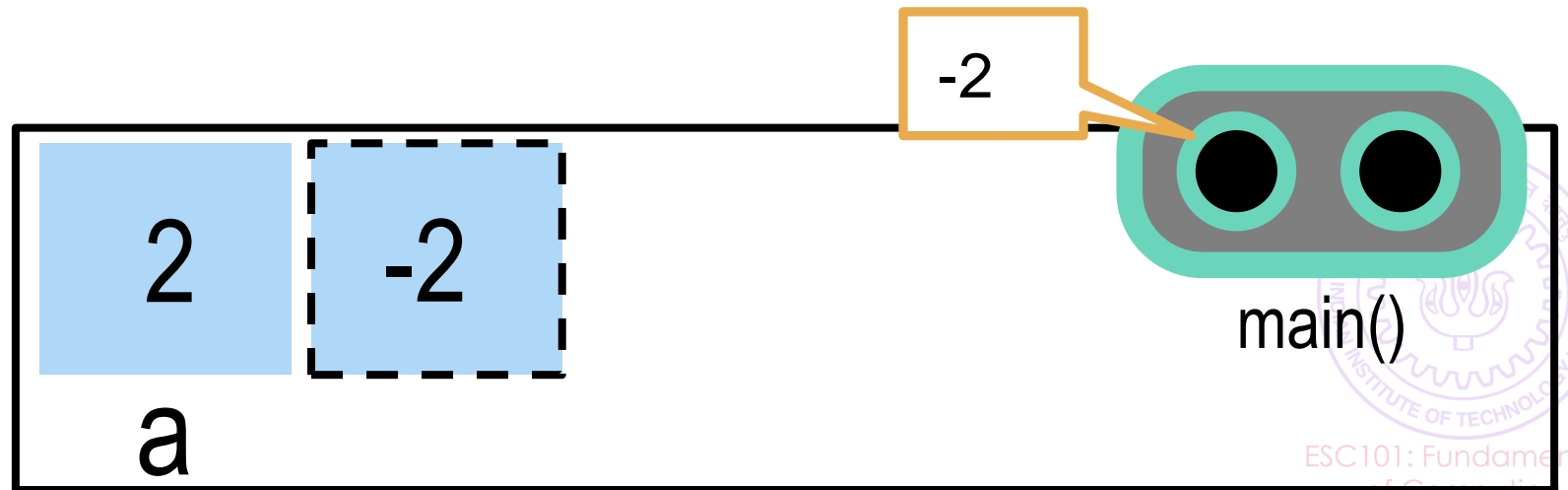


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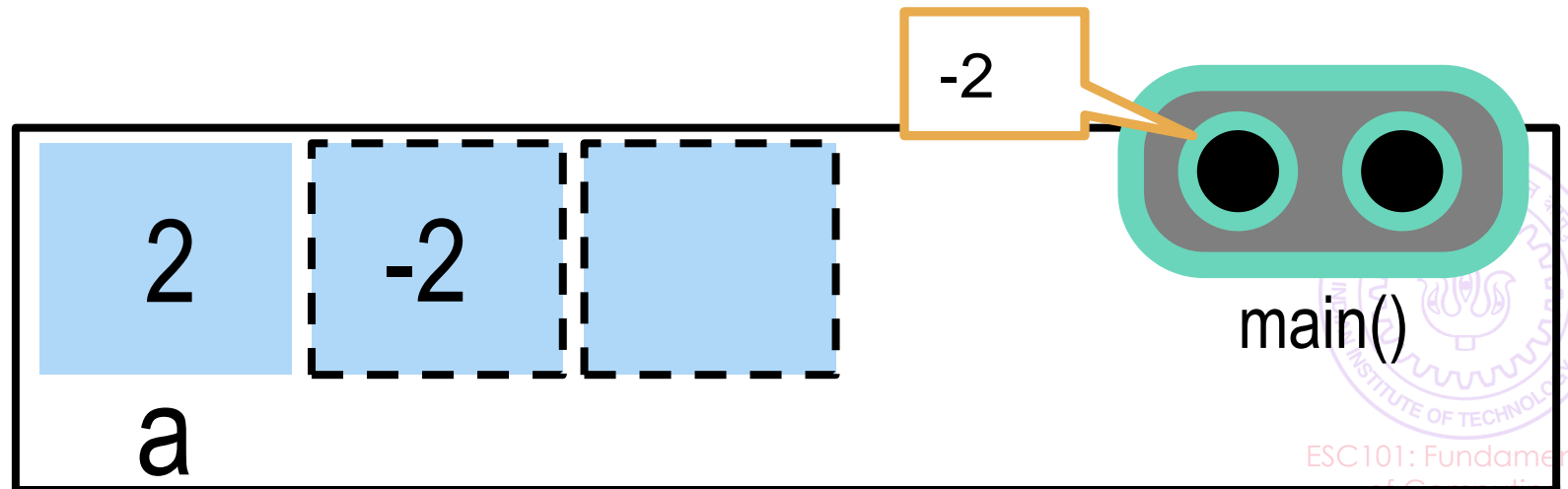


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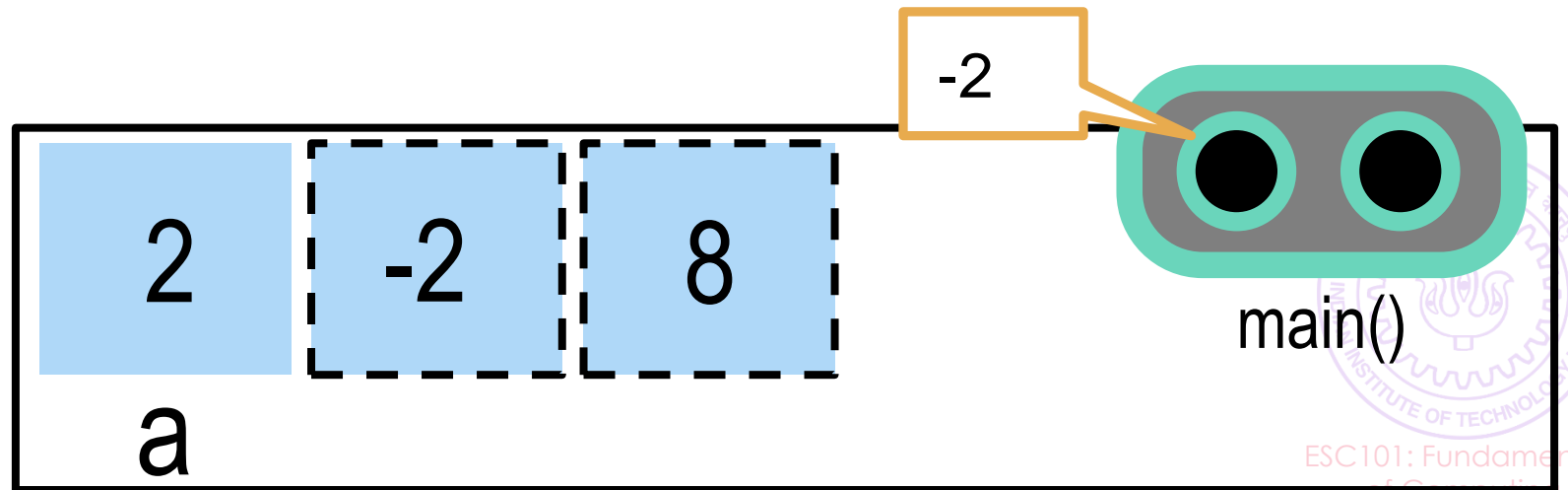


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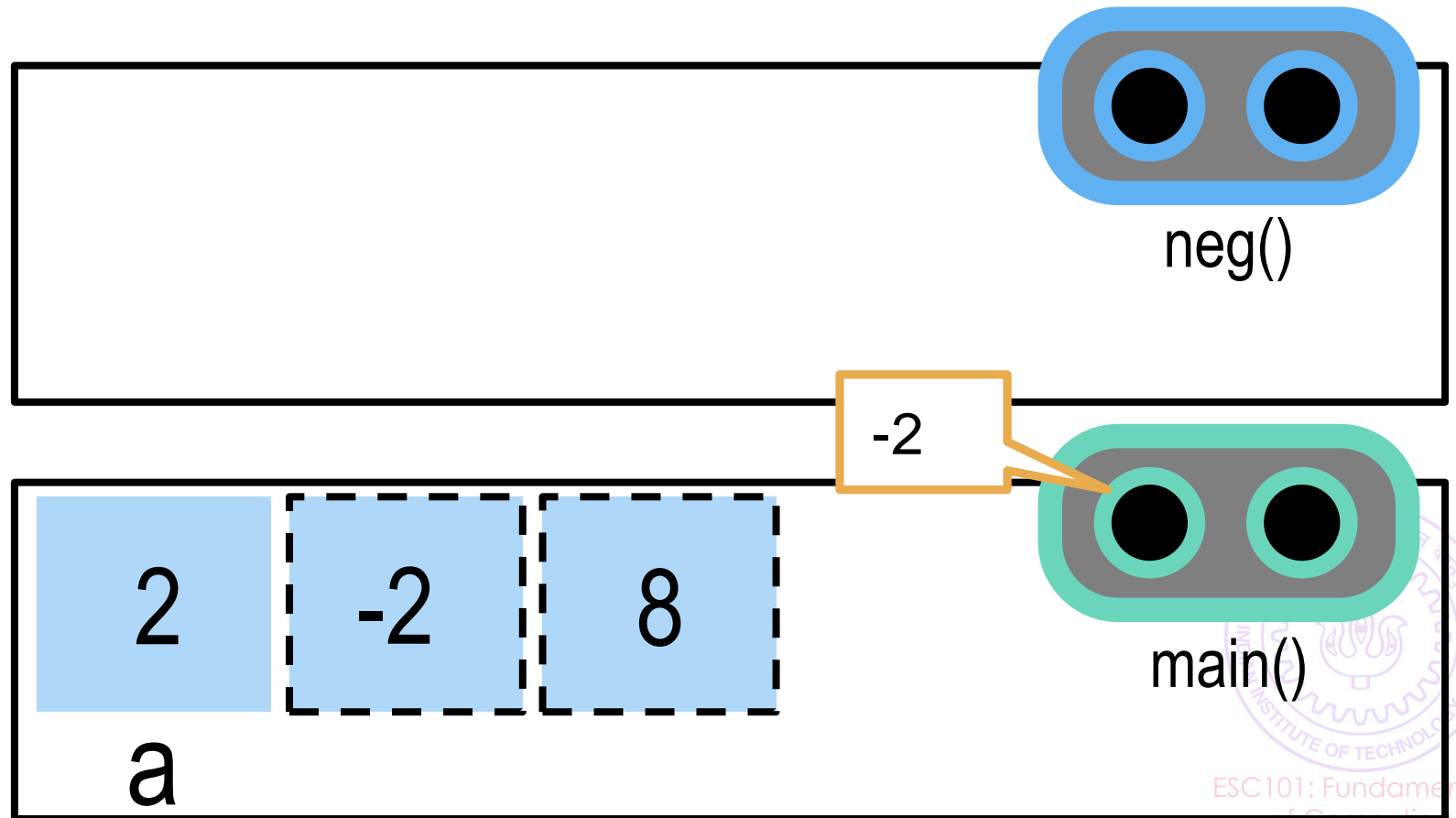


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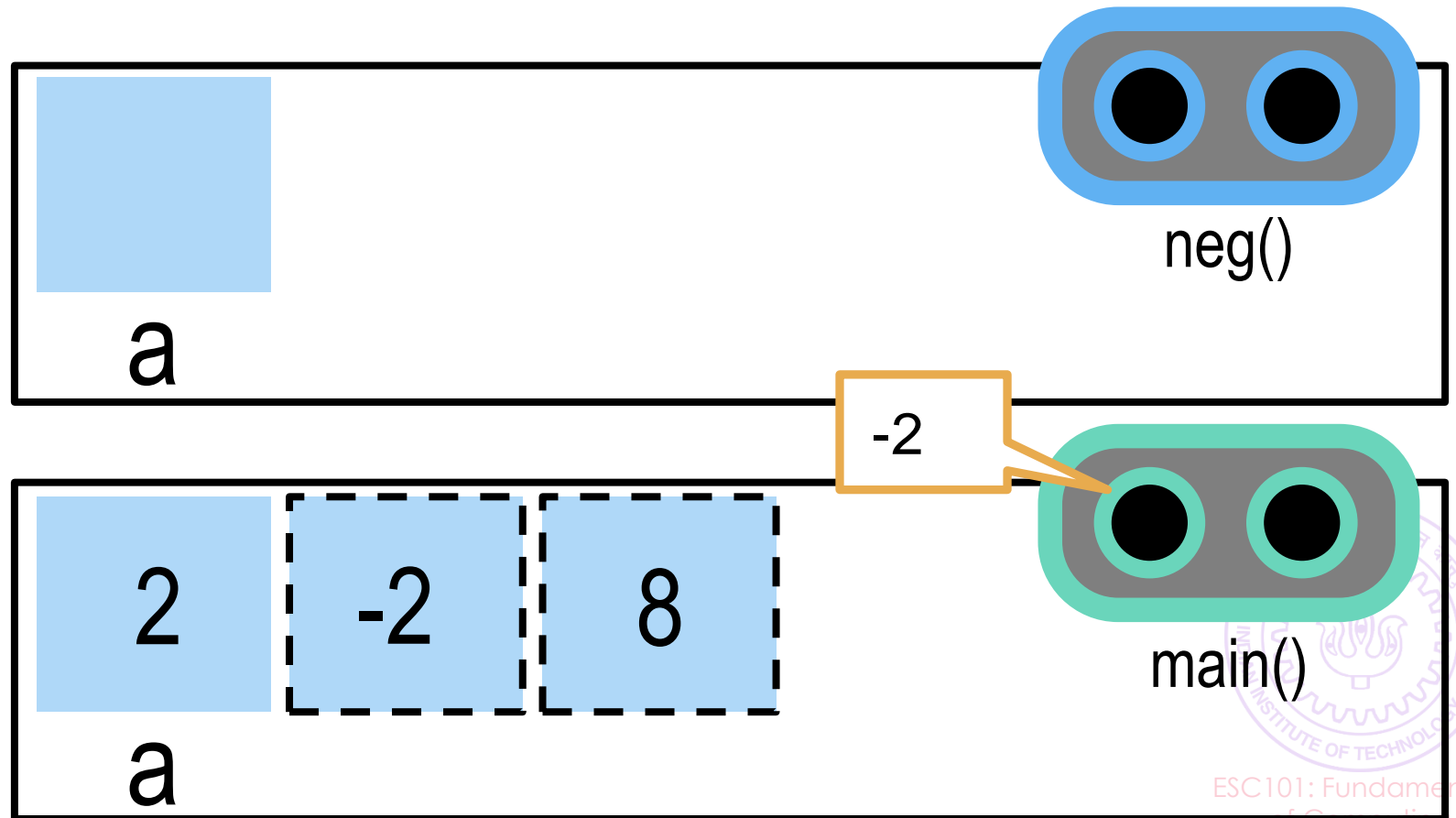


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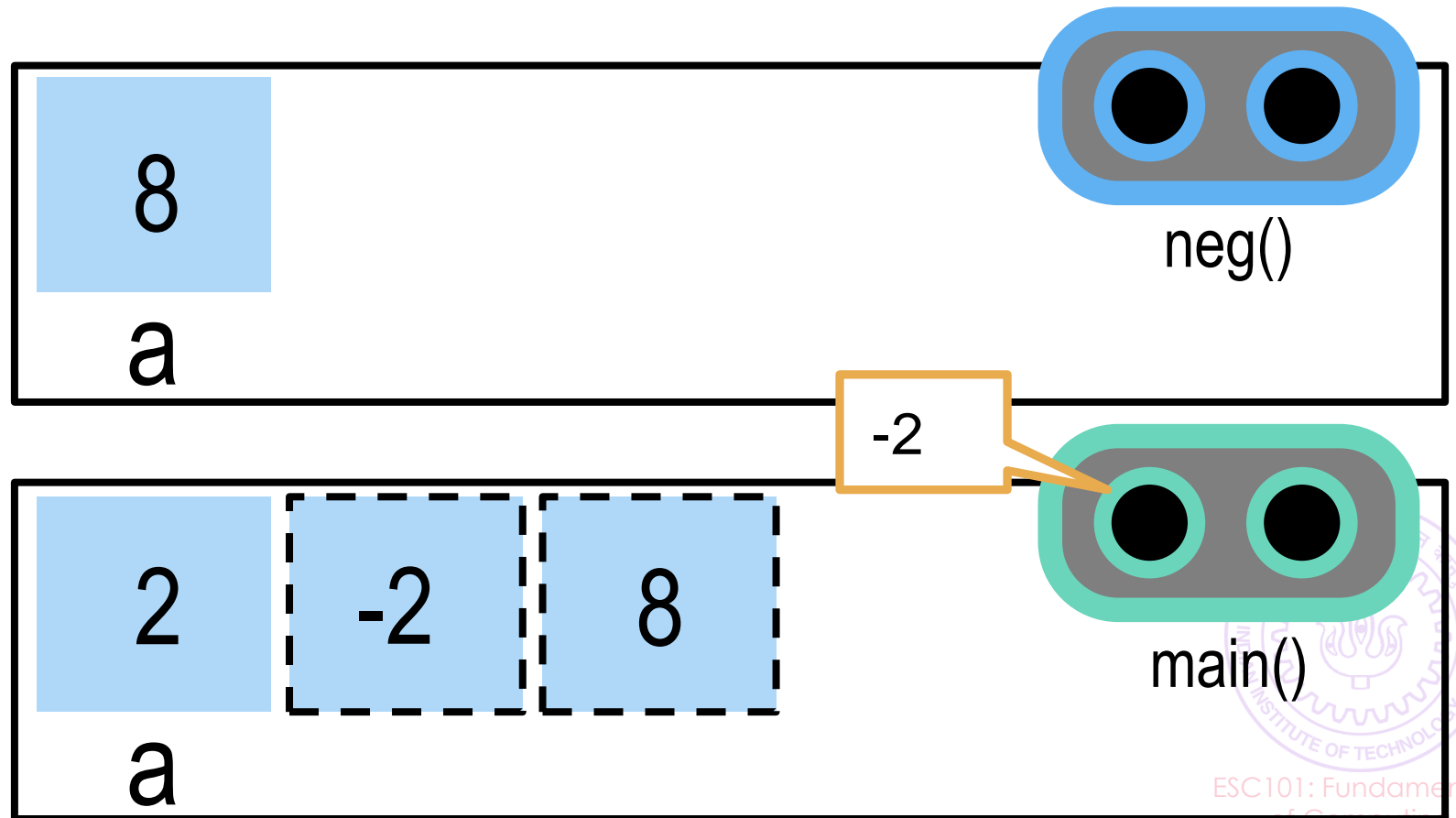


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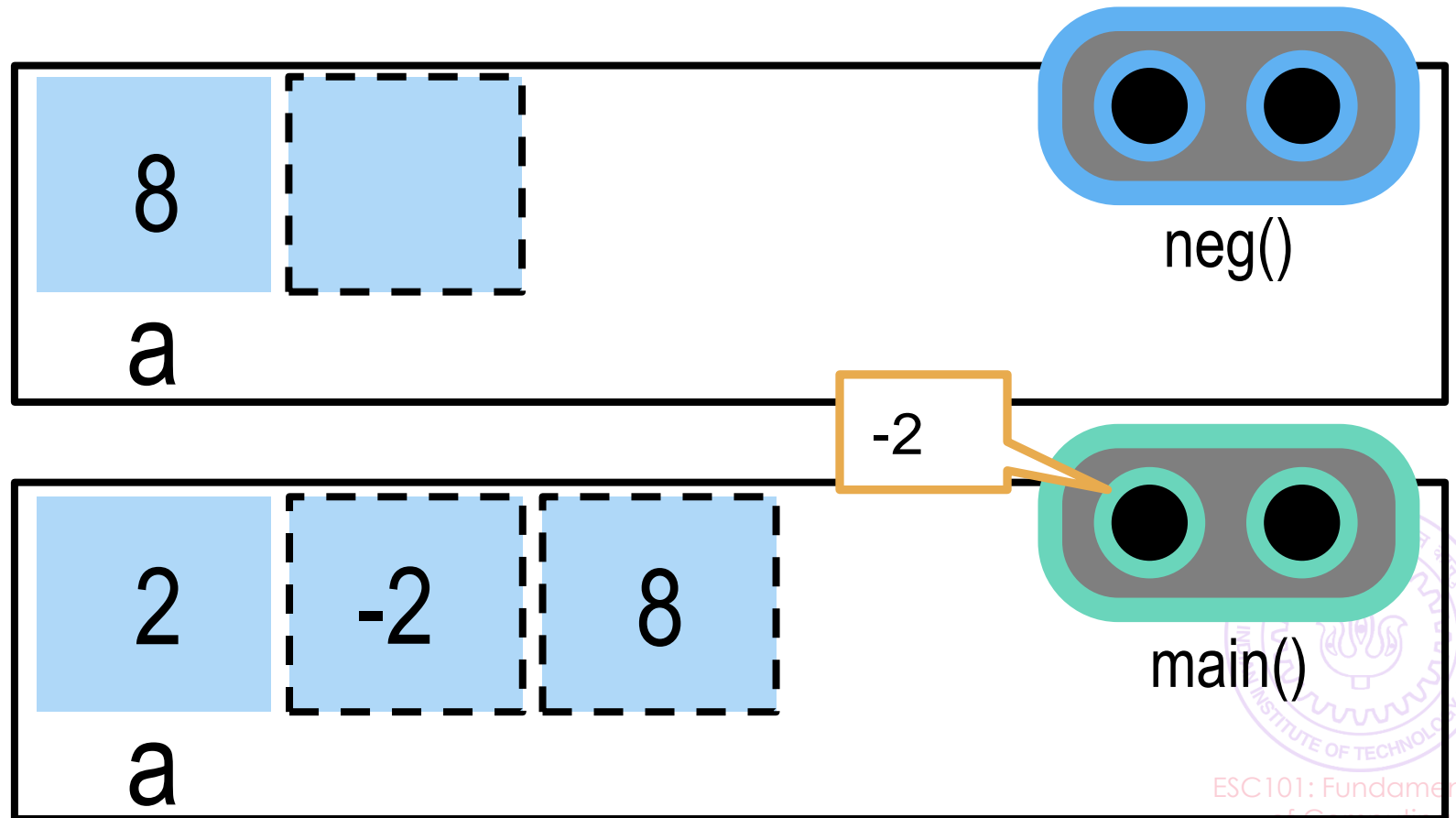


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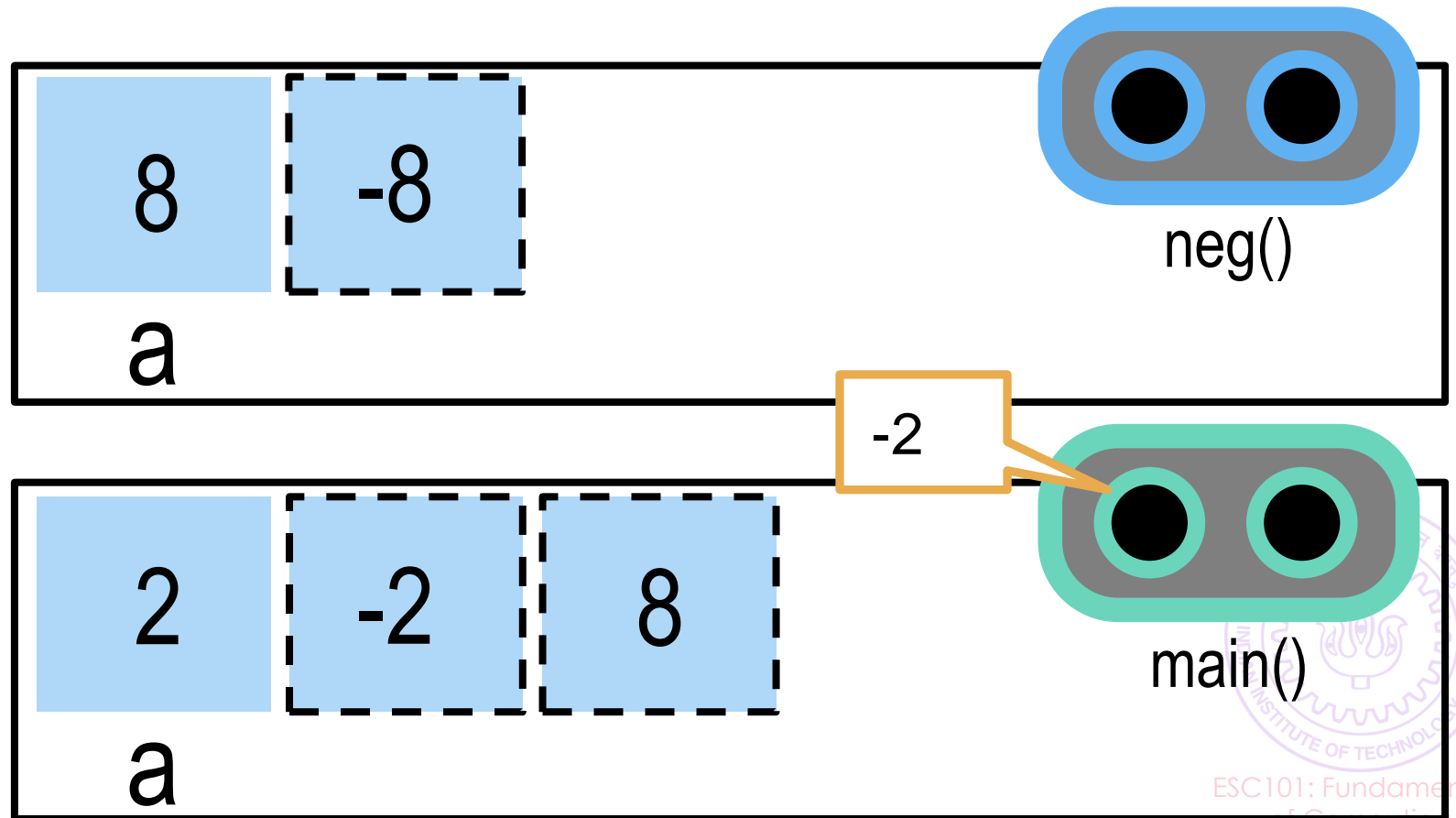


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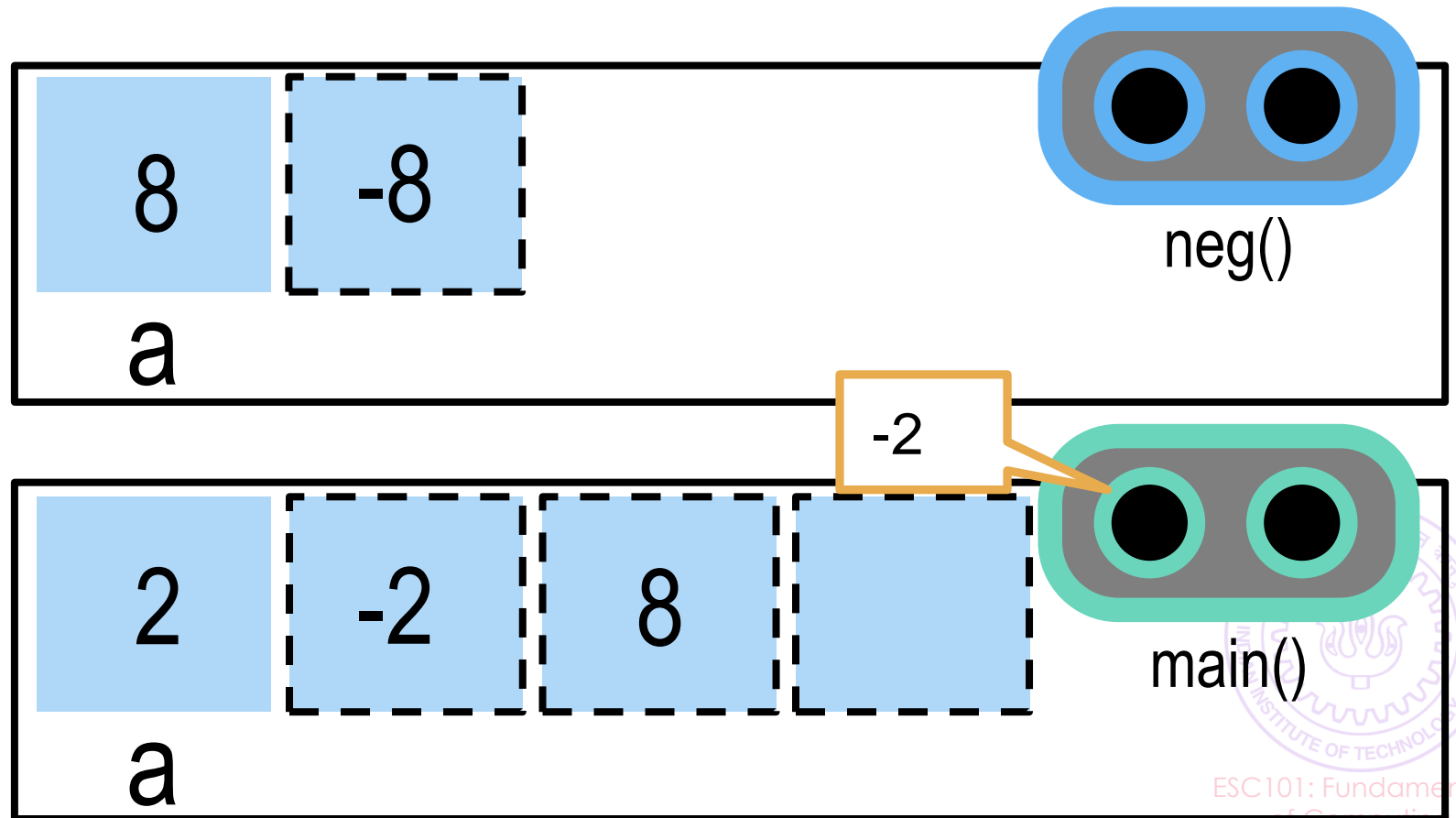


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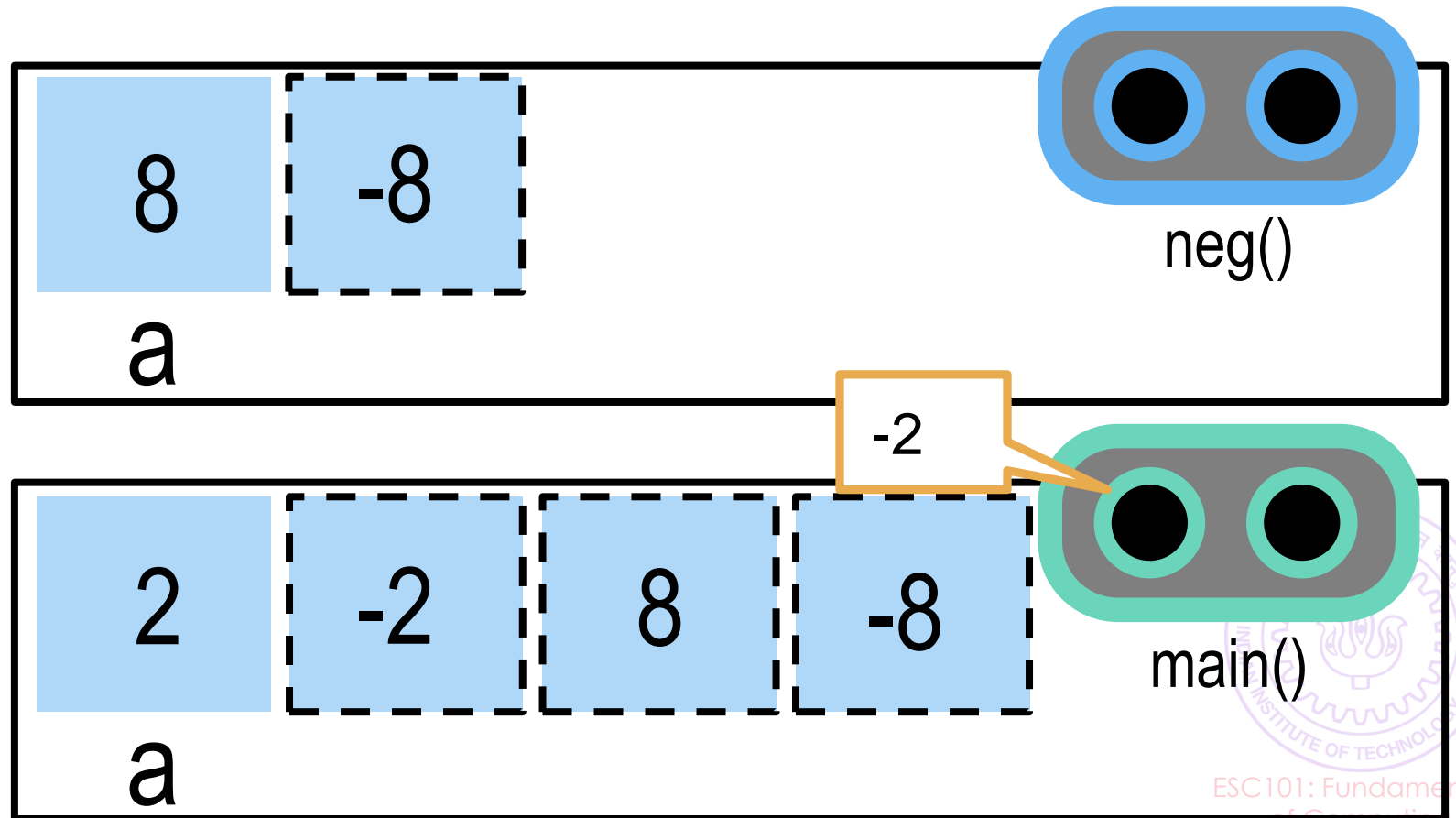


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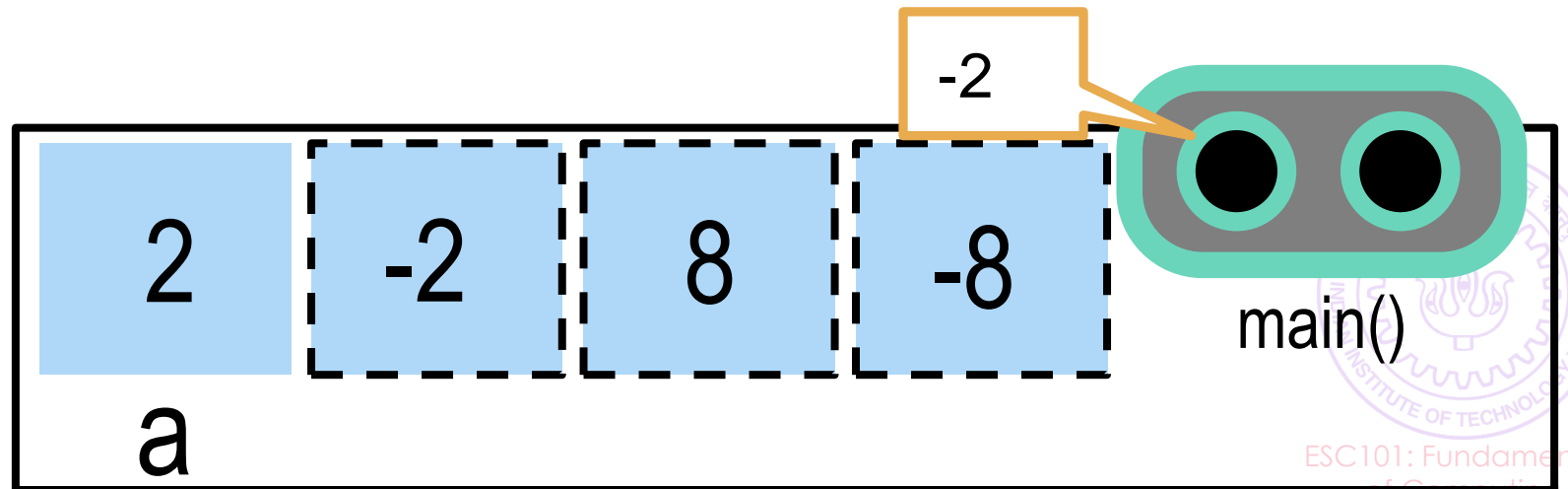


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    int a = 2;  
    printf("%d", neg(a));  
    printf("%d", neg(4*2));  
    return 0;  
}
```

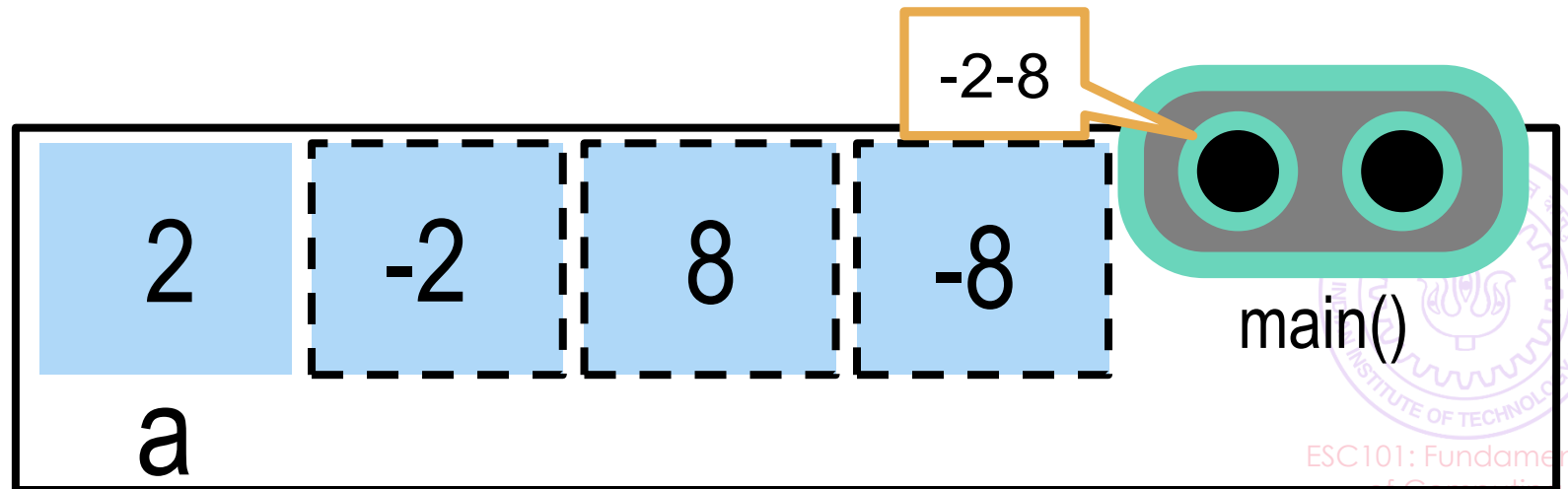


# Passing simple variables/expressions<sup>7</sup>

This is the case when the input to the function is either a variable (Rule 1) or an expression (Rule 2)

Rule 4 will always apply no matter what is passed as input

```
int inc(int a){  
    return -a;  
}  
int main(void){  
    int a = 2;  
    printf("%d", neg(a));  
    printf("%d", neg(4*2));  
    return 0;  
}
```





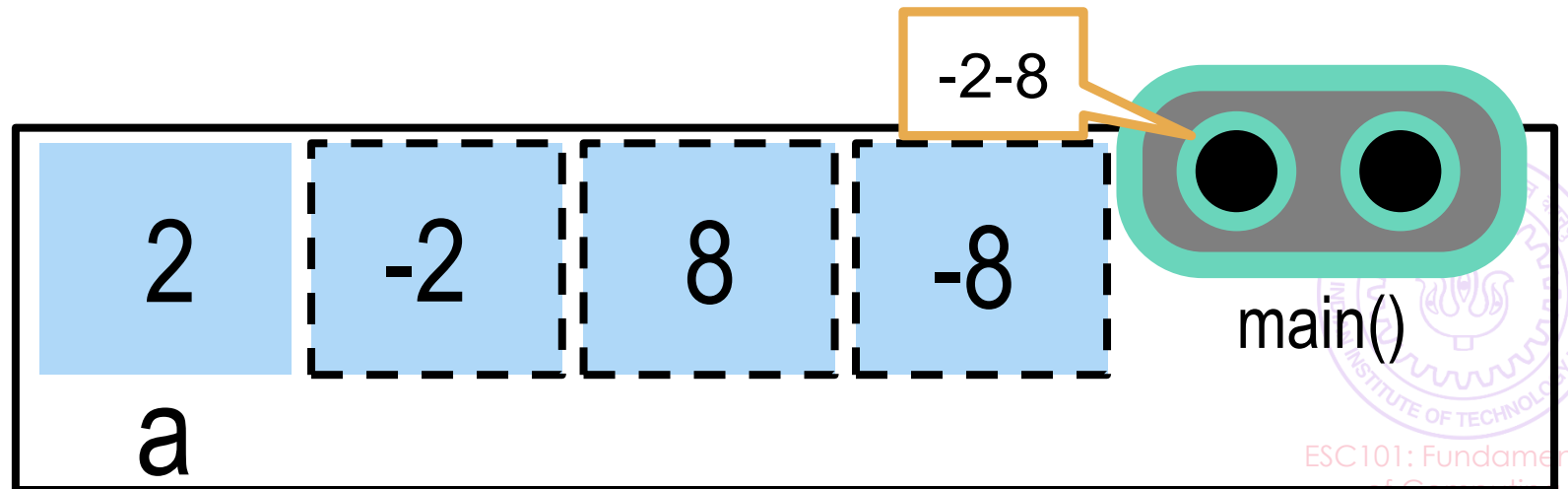
# Passing simple variables/expressions<sup>7</sup>

This is the case when the input to the function is either a variable (Rule 1) or an expression (Rule 2)

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Books, websites often call this technique *pass-by-value*

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# Passing pointers/addresses

8



# Passing pointers/addresses

8

**Case 1:** the input to the function is a pointer variable



# Passing pointers/addresses

8

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Rules 1, 4 and 6 apply here  
(remember – rule 4 always applies)



# Passing pointers/addresses

8

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Books/websites call this technique  
*pass-by-pointer*



# Passing pointers/addresses

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# Passing pointers/addresses

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# Passing pointers/addresses

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# Passing pointers/addresses

8

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    int *b= &a;  
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# Passing pointers/addresses

8

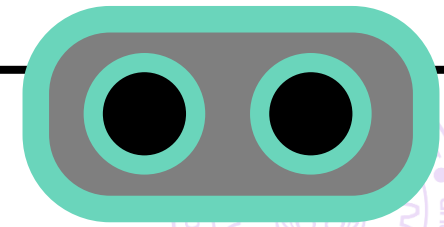
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main()

# Passing pointers/addresses

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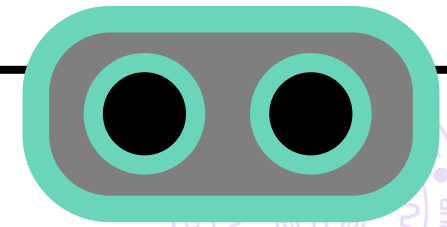
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main()

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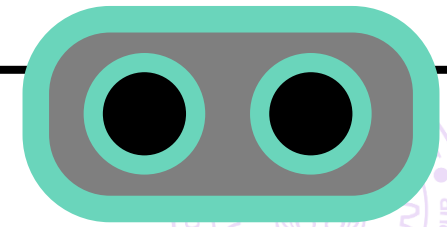
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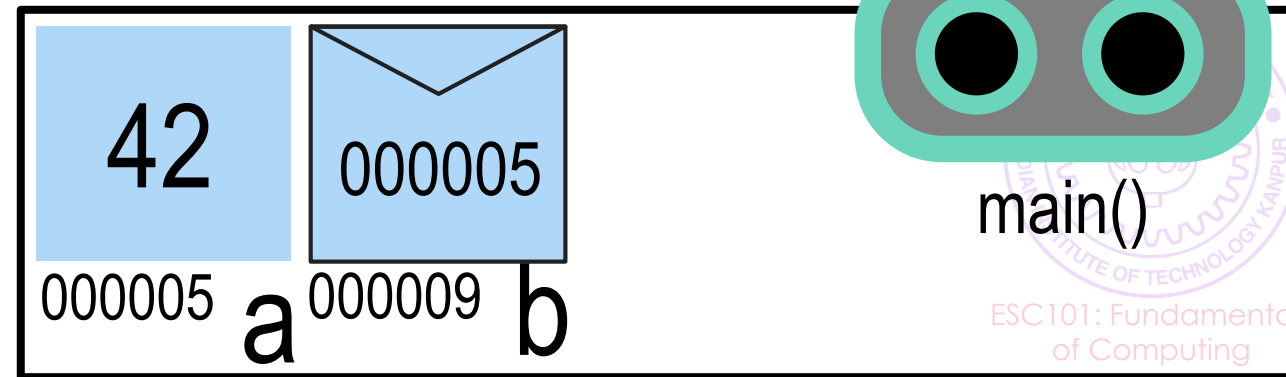
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main()

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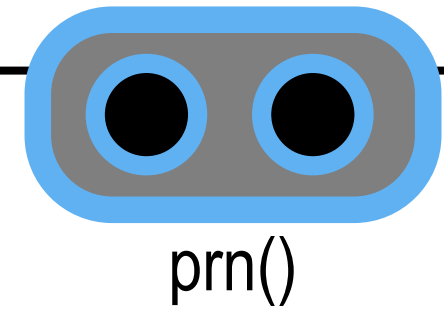
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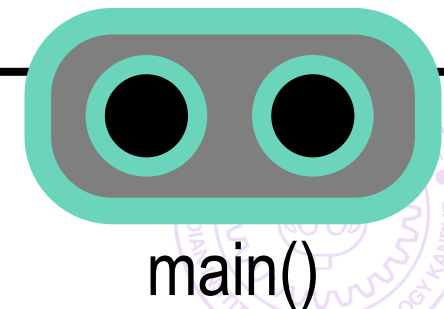
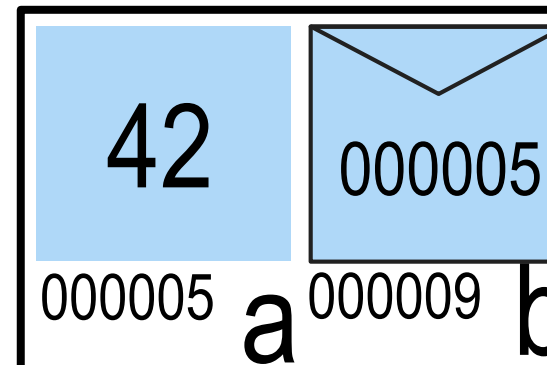
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prn()



main()



# Passing pointers/addresses

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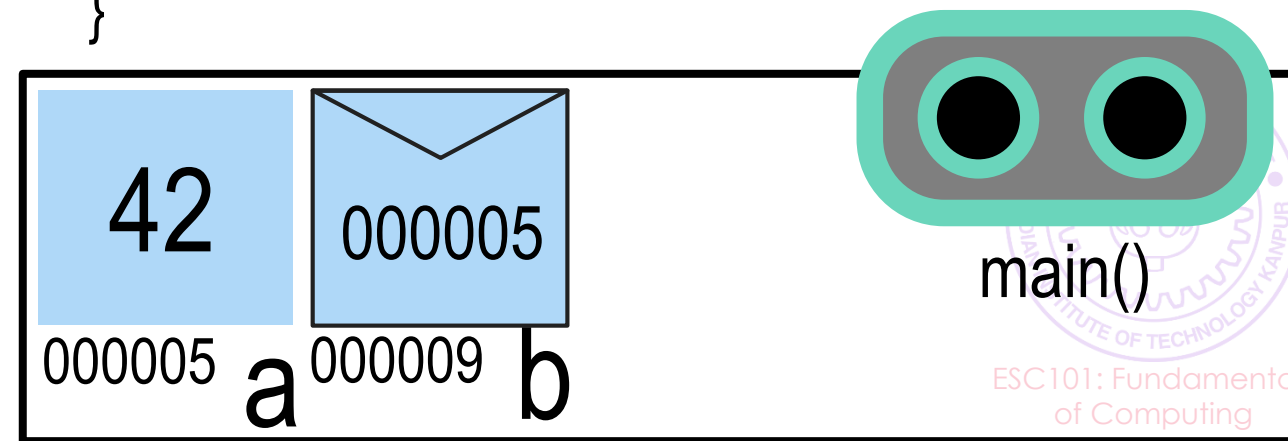
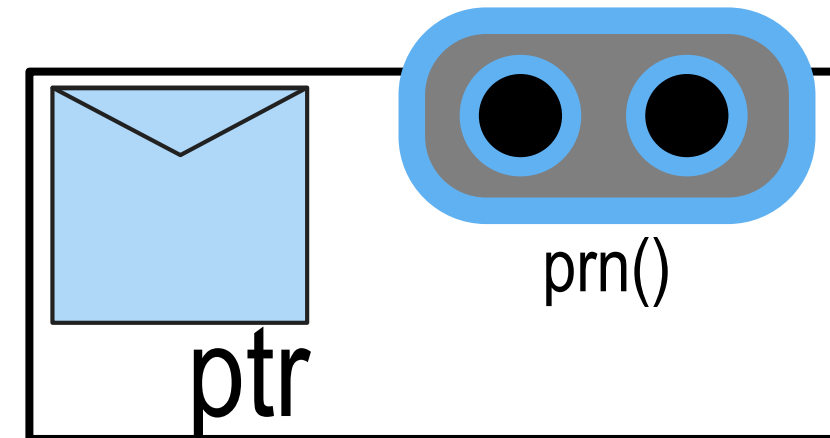
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# Passing pointers/addresses

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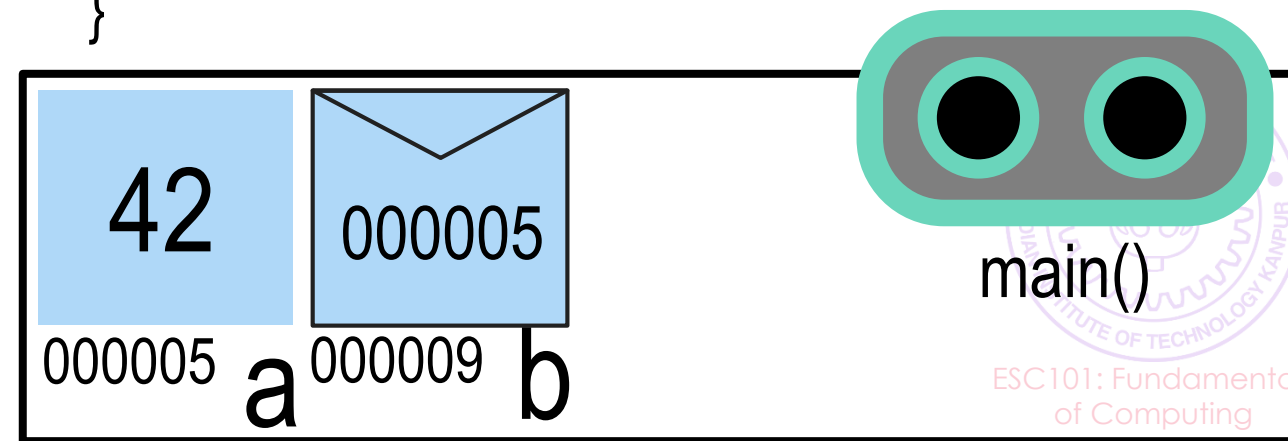
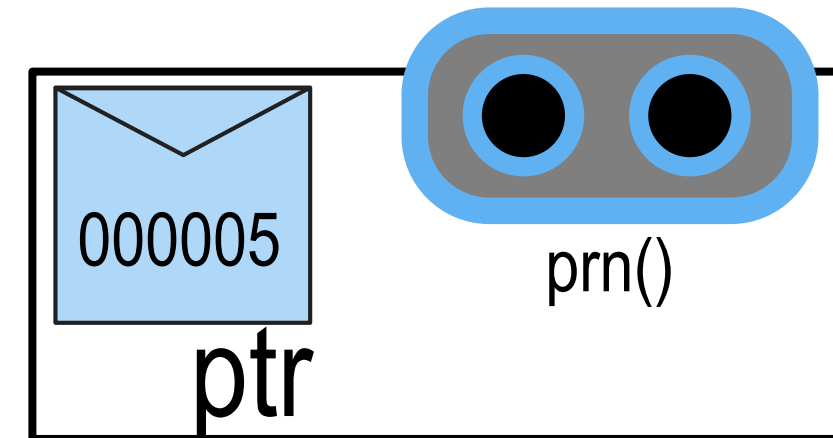
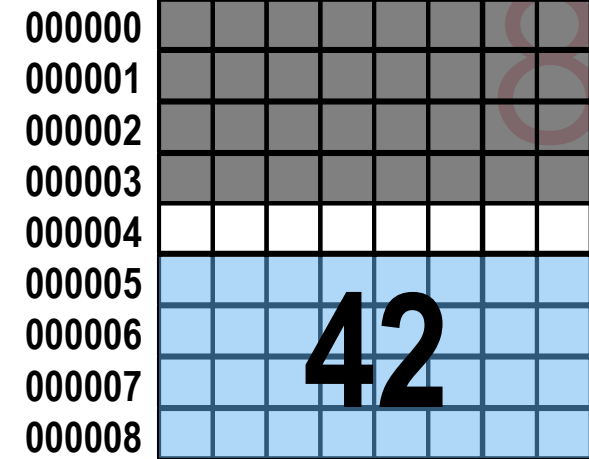
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# Passing pointers/addresses

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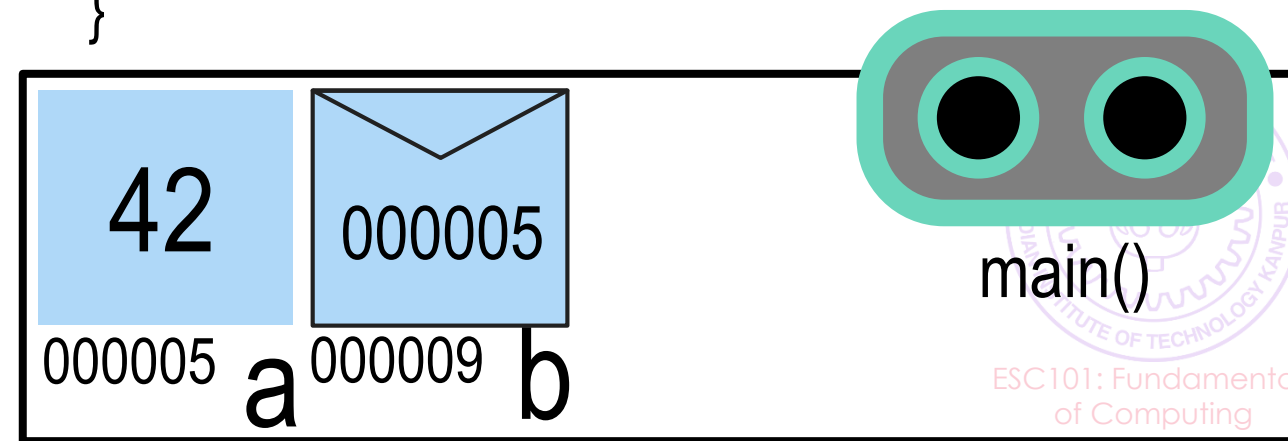
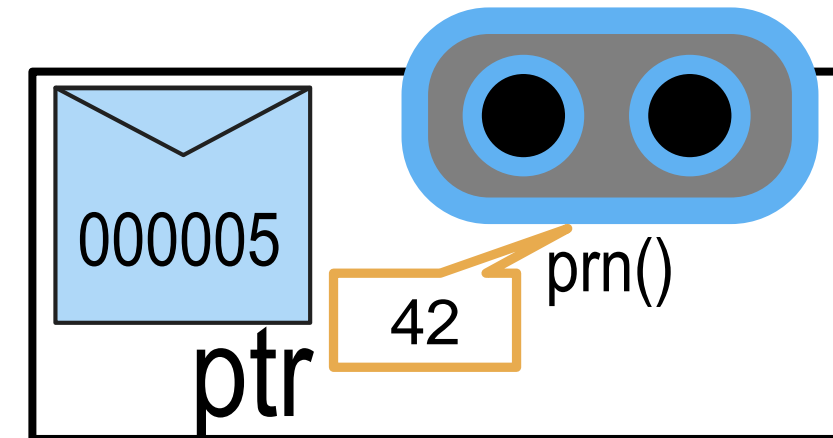
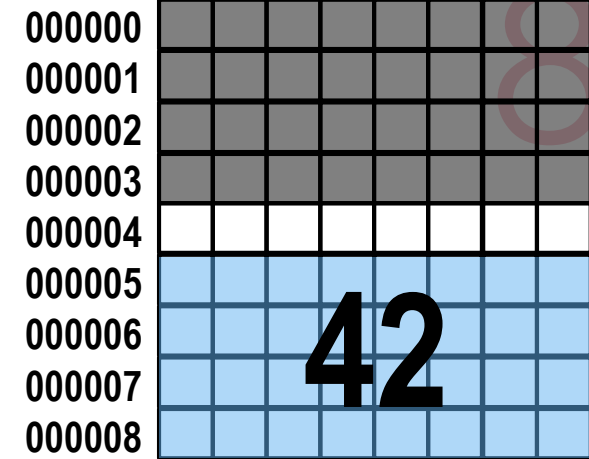
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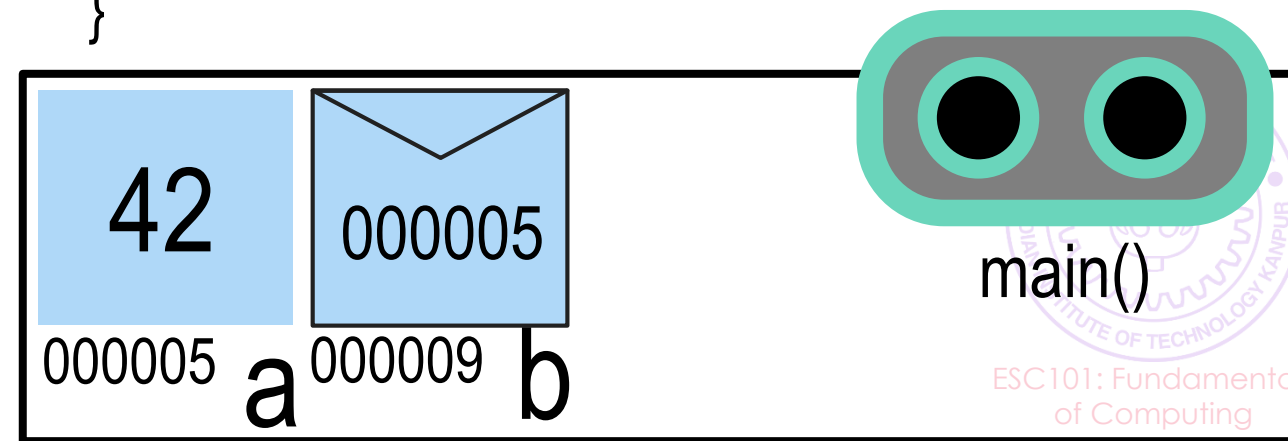
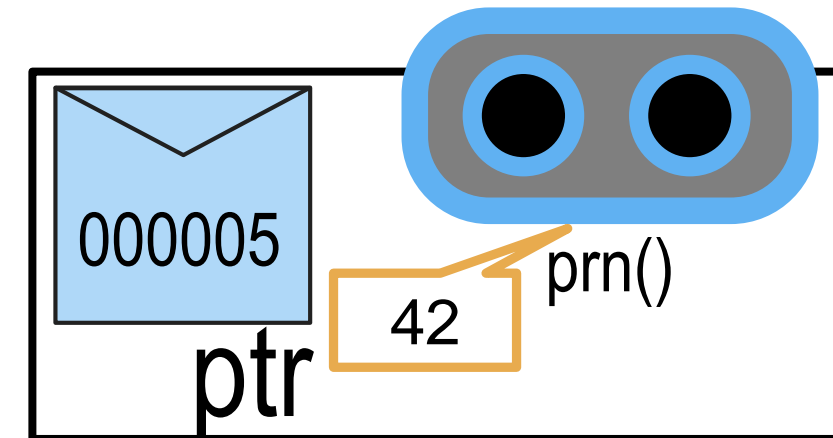
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# Passing pointers/addresses

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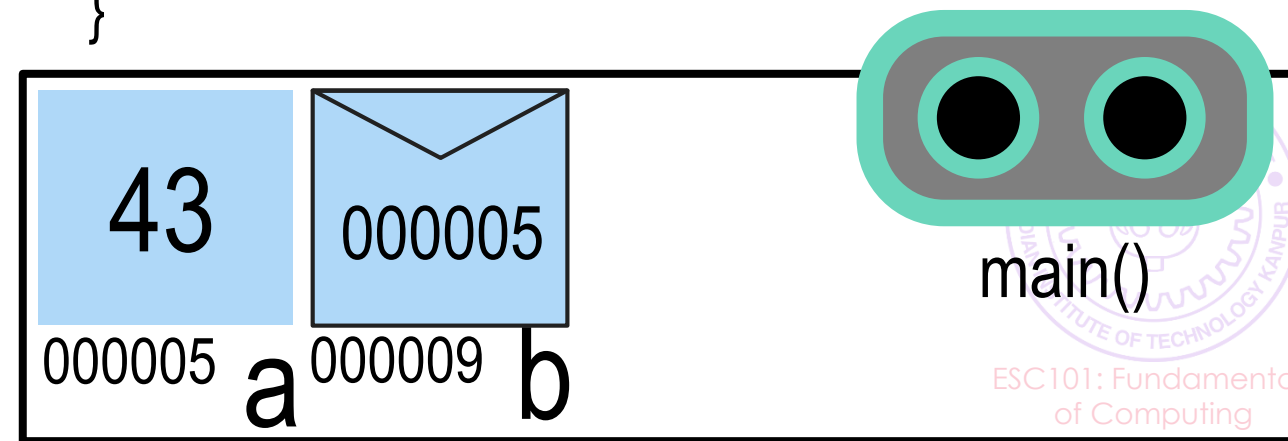
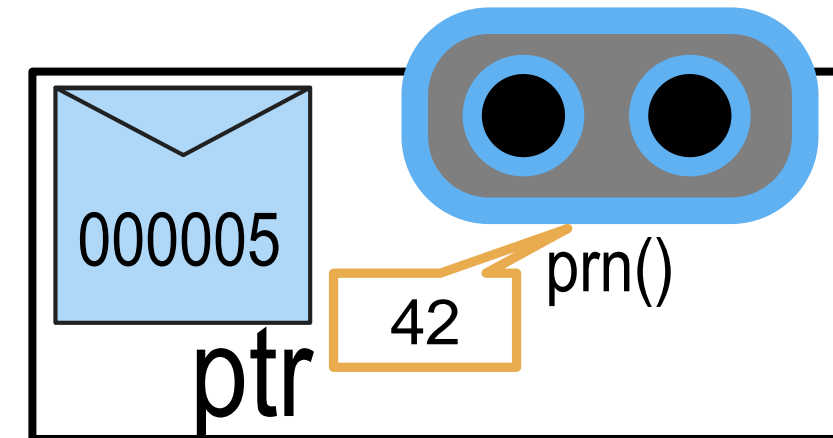
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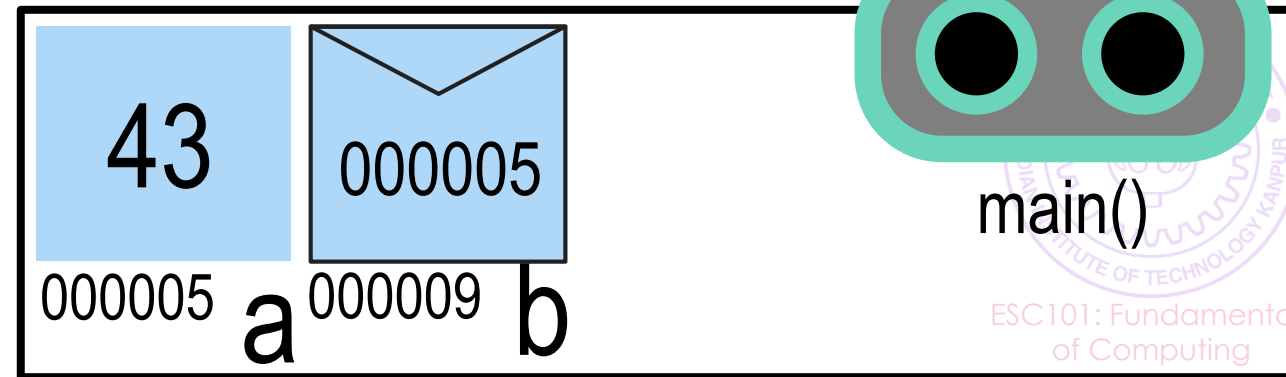
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a

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main()

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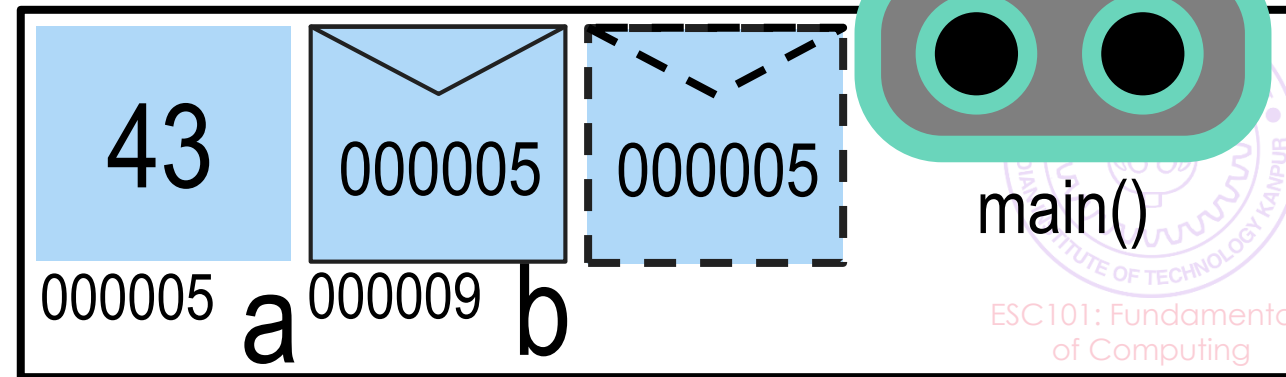
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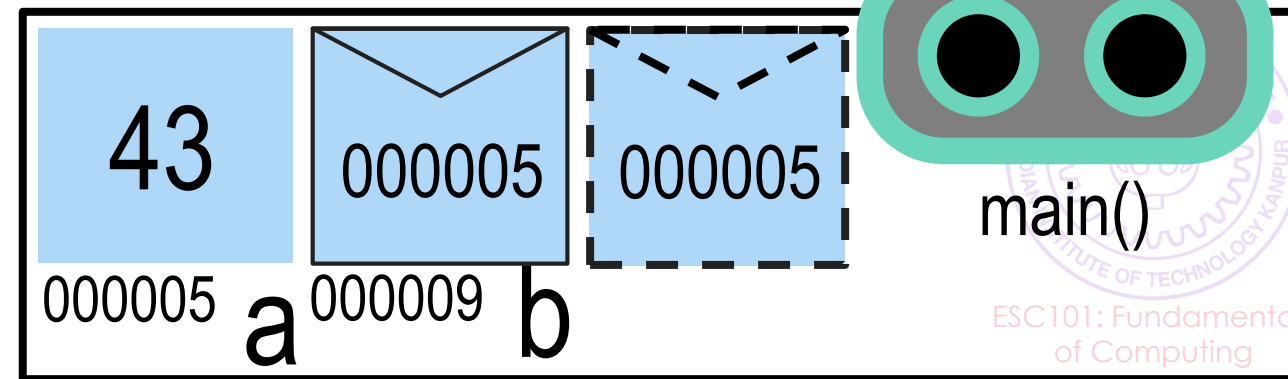
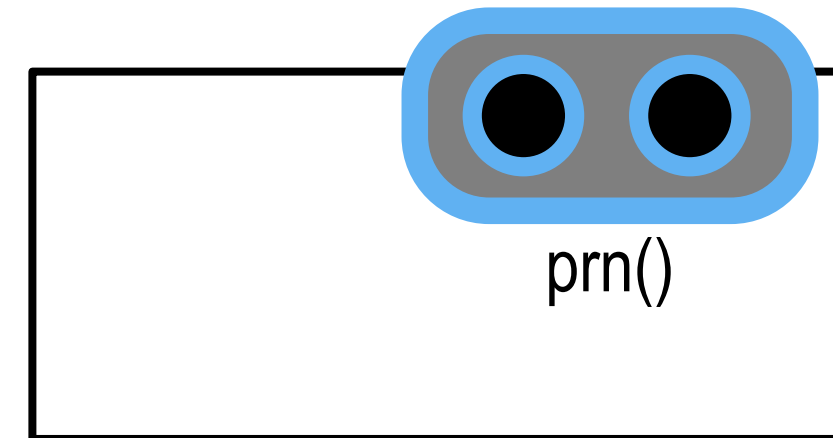
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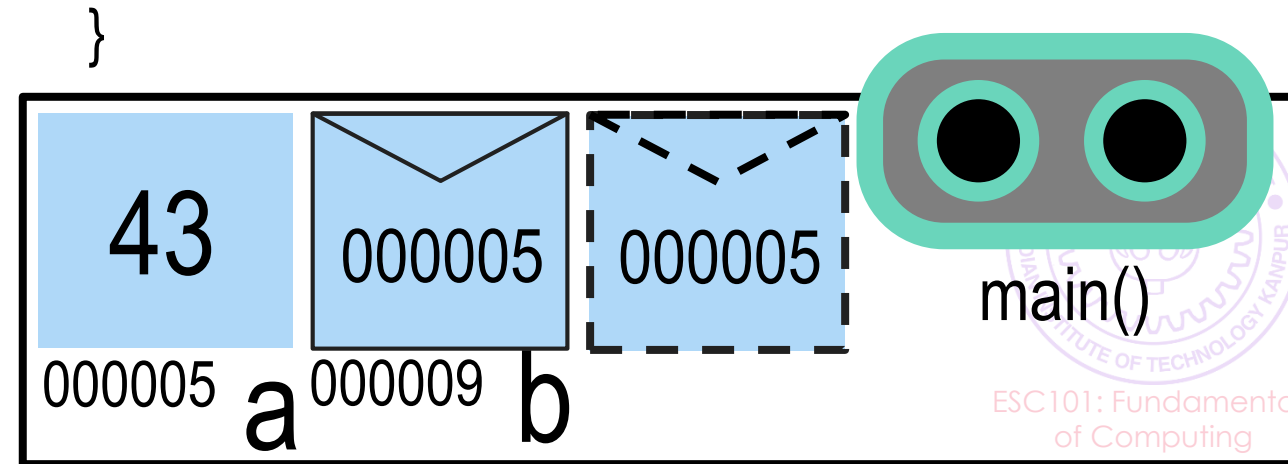
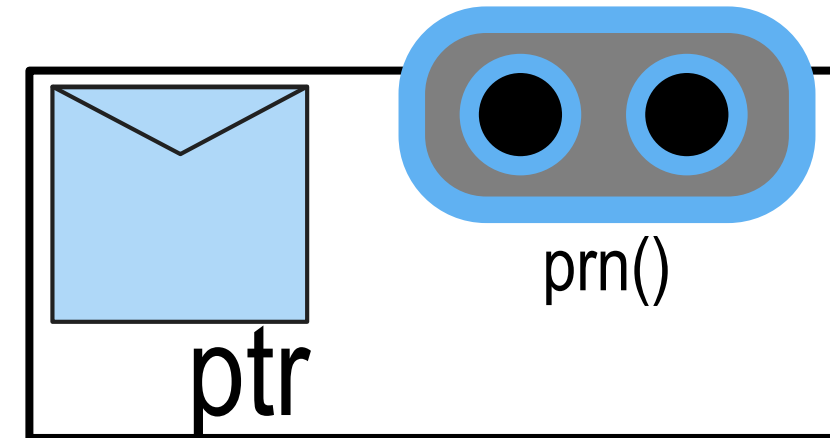
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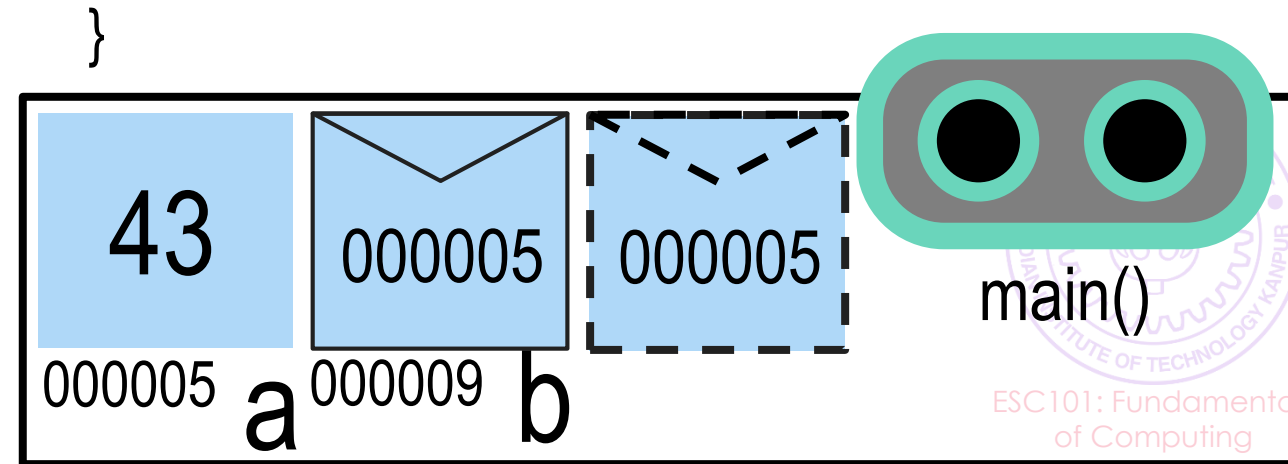
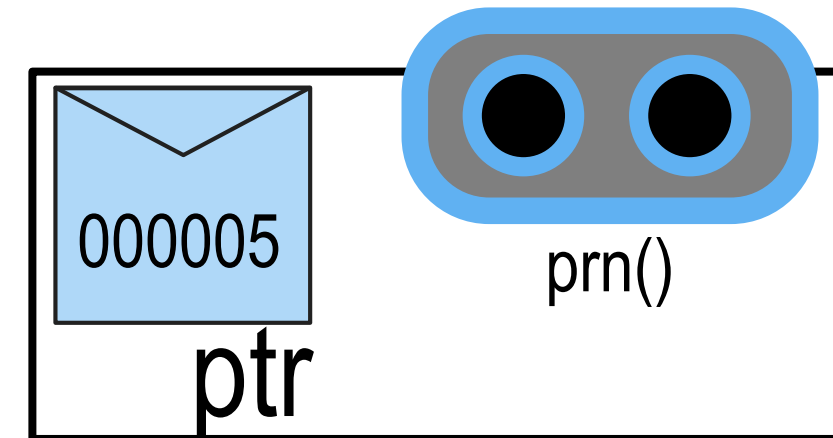
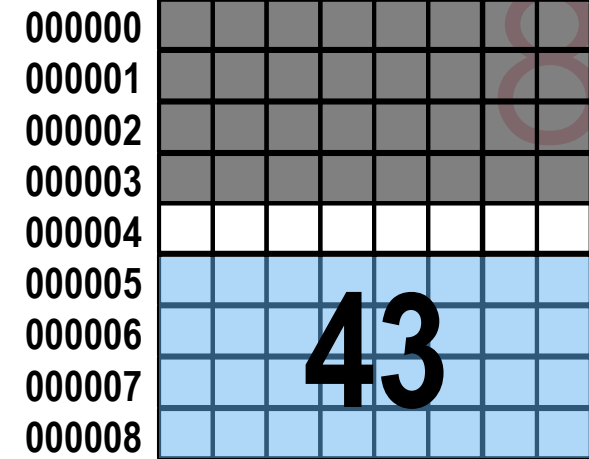
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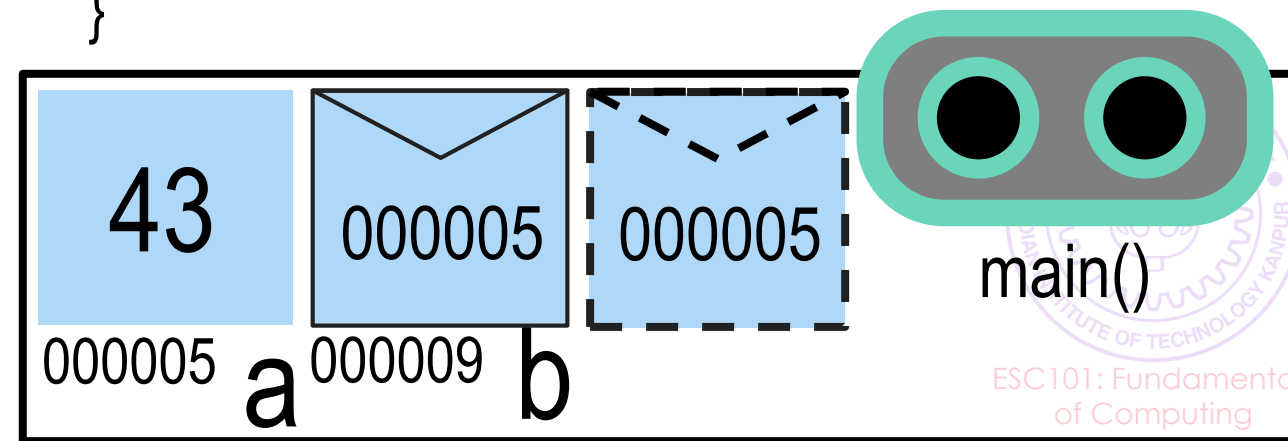
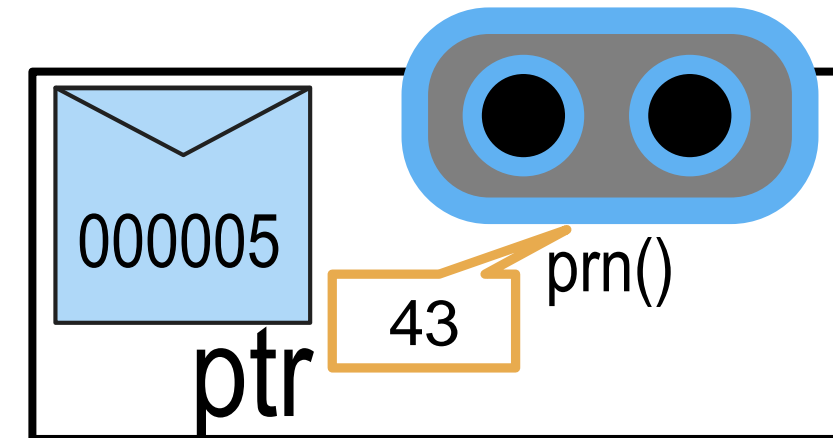
Rules 2, 4 and 6 apply here  
(remember – rule 4 always applies)  
Books/websites call this technique  
*pass-by-reference*

```
void prn(int *ptr){  
    printf("%d", *ptr);  
    *ptr++;  
}
```

```
int main(void){  
    int a = 42;  
    int *b= &a;  
    prn(b);  
    prn(&a);  
    return 0;  
}
```

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43



# Passing pointers/addresses

**Case 1:** the input to the function is a pointer variable

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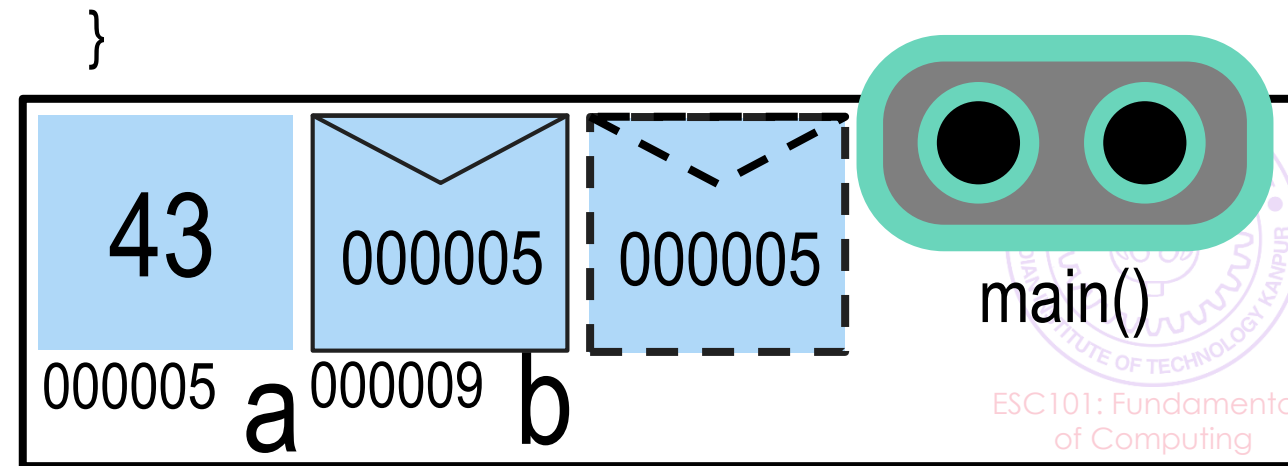
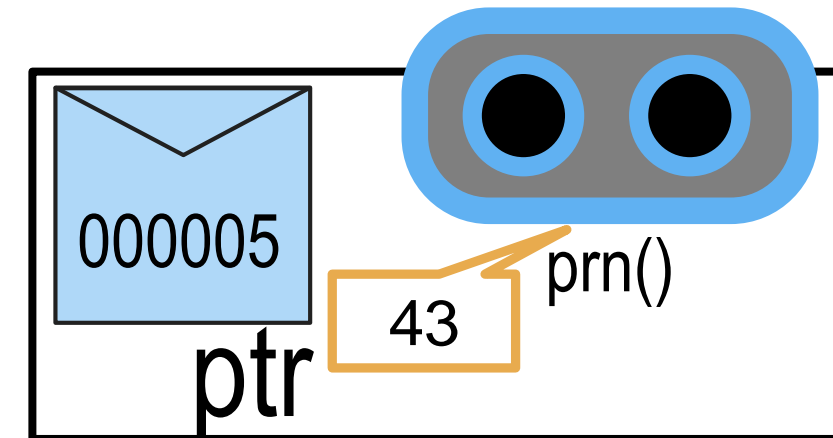
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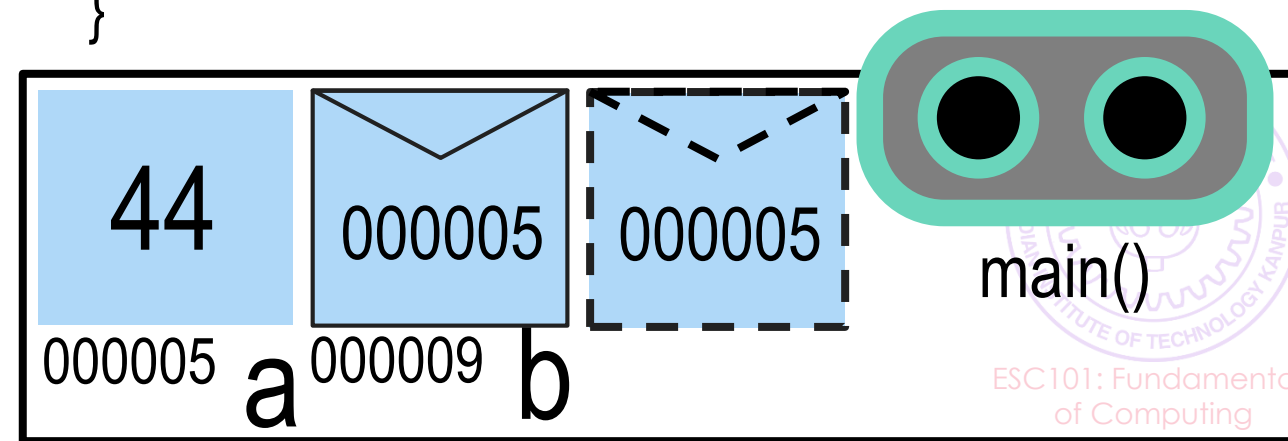
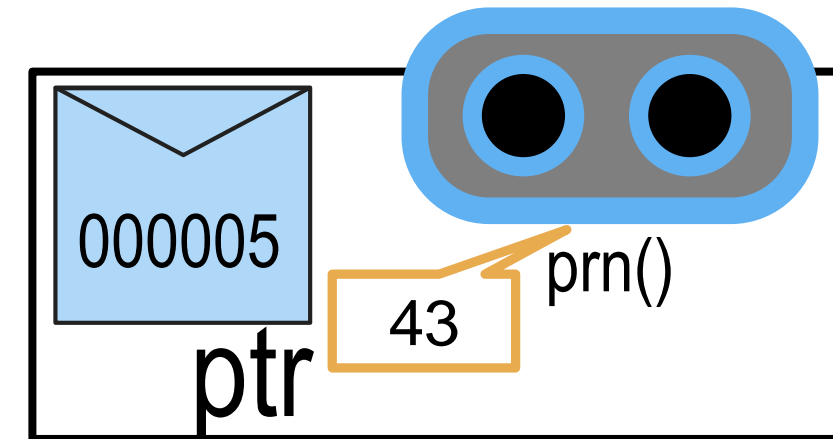
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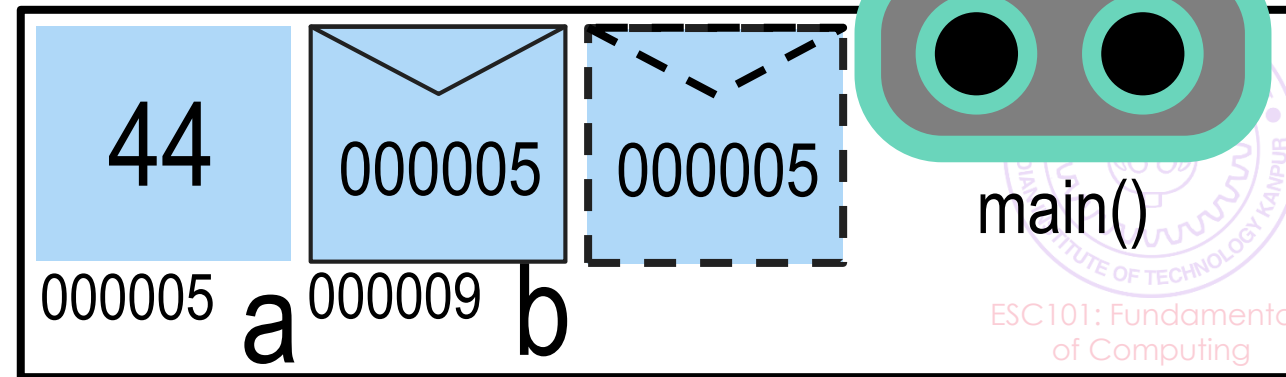
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a

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44



main()

# Passing pointers/addresses



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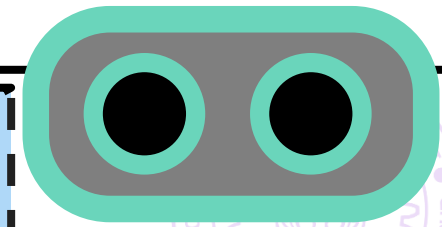
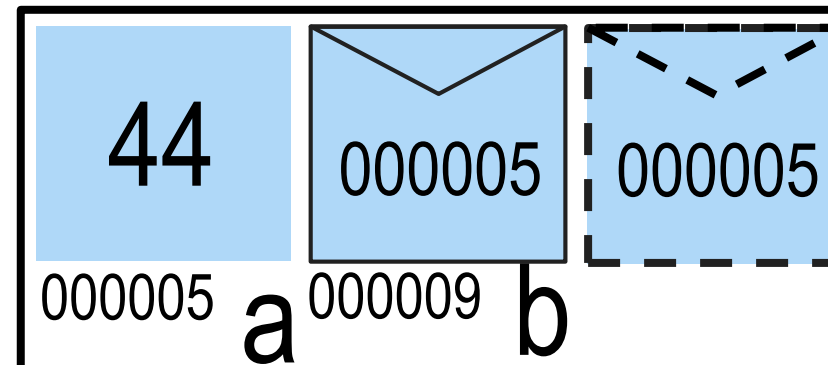
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a

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44



main()



# Passing by Reference



The variables b, ptr are also stored in memory. However, I ran out of space to draw more squares 😊

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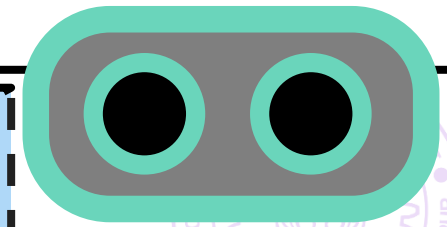
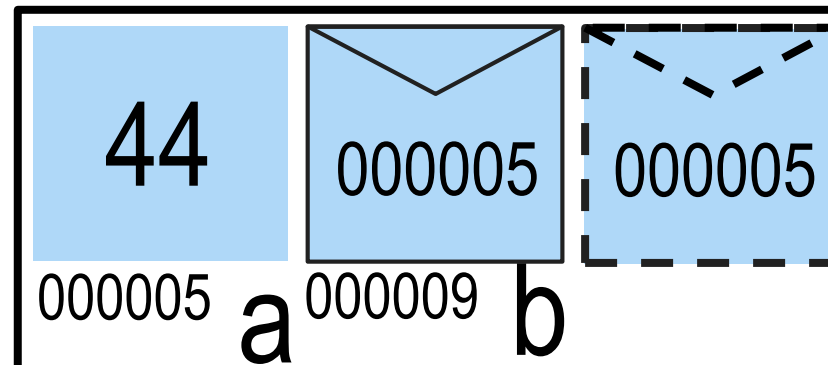
```
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```

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a

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44



main()



# Summary

9



# Summary

9

We have seen how normal variables (int, float, char) can be passed to functions (rule 1) and how expressions of these (rule 2) can be passed to functions



# Summary

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Sometimes called pass-by-value



# Summary

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We have seen how pointers (rule 1) and expressions that generate addresses (rule 2) can be passed to functions



# Summary

9

We have seen how normal variables (int, float, char) can be passed to functions (rule 1) and how expressions of these (rule 2) can be passed to functions

Sometimes called pass-by-value

We have seen how pointers (rule 1) and expressions that generate addresses (rule 2) can be passed to functions

Sometimes called pass-by-pointer or pass-by-reference



# Summary

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Sometimes called pass-by-value

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Remember - rule 4 always applies, no matter what!



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Will see pass-by-array tomorrow



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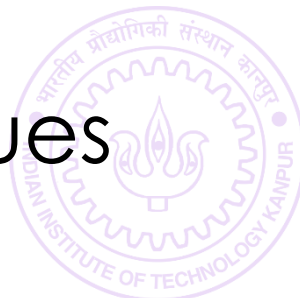
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Sometimes called pass-by-pointer or pass-by-reference

Remember - rule 4 always applies, no matter what!

Will see pass-by-array tomorrow

For now, let us see a neat trick to return multiple values





# Returning more than one value

10



# Returning more than one value

10

Can trick Mr C into returning more than one value



# Returning more than one value

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Can trick Mr C into returning more than one value

**METHOD:** pass the address of a variable and ask the function to directly modify that variable – exploit rule 6



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Does not “return” the variable in strictest sense of the term but effectively we get back more values from the function



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**METHOD:** pass the address of a variable and ask the function to directly modify that variable – exploit rule 6

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Advantage: can return different datatypes using this trick



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Advantage: can return multiple arrays using this trick 😊 (wait for next class)



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Think of this technique as a controlled way of cheating





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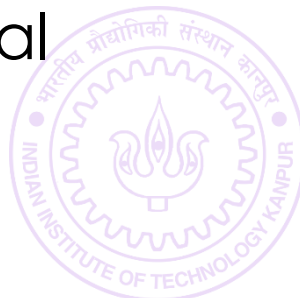
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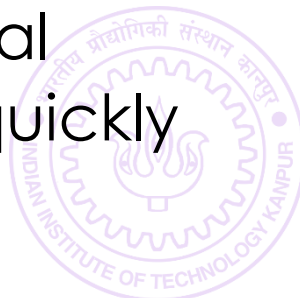
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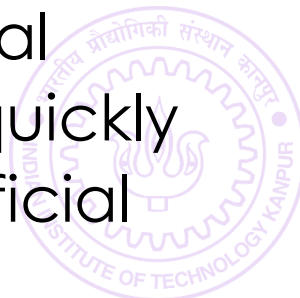
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**Government rule:** to get passport, only INR 100 can be paid to official

**Our desire:** pay INR 100 for passport but also INR 500 bribe to get it quickly

**Problem:** Govt rule prevents us from paying more than INR 100 to official



# Returning more than one value

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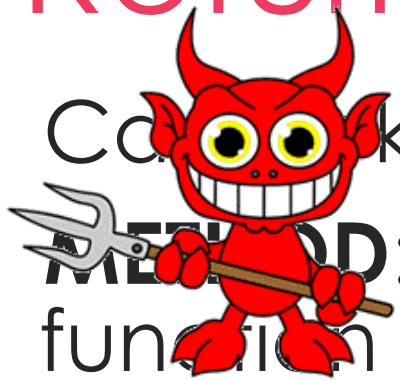
**Problem:** Govt rule prevents us from paying more than INR 100 to official

**Solution:** Corrupt official gives us his bank account number. We pay official INR 100 the normal route but also directly deposit INR 500 in his bank account



# Returning more than one value

10



Convince Mr C into returning more than one value

**RECIPE:** pass the address of a variable and ask the function to directly modify that variable – exploit rule 6

Does not “return” the variable in strictest sense of the term but effectively we get back more values from the function

Advantage: can return different datatypes using this trick

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# Returning more than one value

10



The govt rule on paying only INR 100 is like Mr C's rule of returning only one variable

Can't return more than one value

**REWORK:** pass the address of a variable and ask the function to directly modify that variable – exploit rule 6

Does not “return” the variable in strictest sense of the term but effectively we get back more values from the function

Advantage: can return different datatypes using this trick

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# Returning more than one value

10



The govt rule on paying only INR 100 is like Mr C's rule of returning only one variable

The official giving us his account number is like main() passing the address of a variable to be modified directly

Does not "return" the variable in strictest sense of the term but effectively we get back more values from the function

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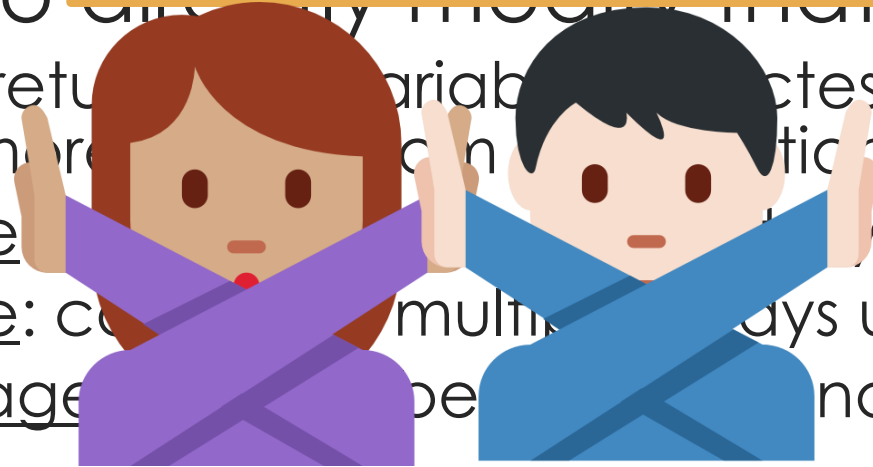
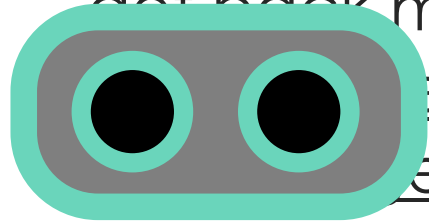
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The govt rule on paying only INR 100 is like Mr C's rule of returning only one variable

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Does not "return" variables in the exact sense of the term but effectively we get back more than one value

Types using this trick  
Example: call multiple functions using this trick ☺ (wait for next class)

Disadvantages: Handling pointers, memory leaks

Think of this technique as a controlled way of cheating

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# Returning more than one value

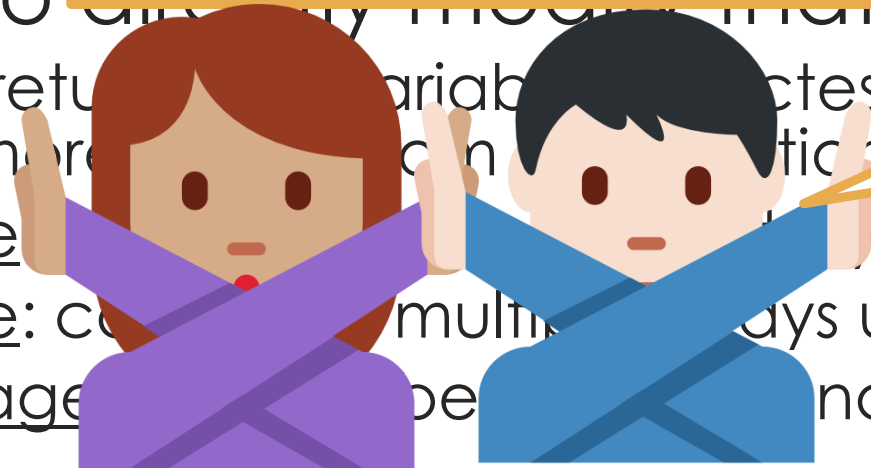
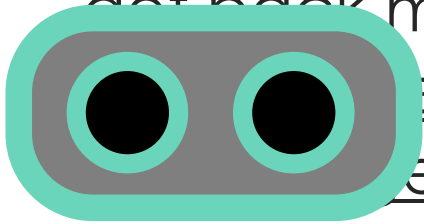
10



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Never pay bribes, kickbacks in real life



Think of this technique as a controlled way of cheating

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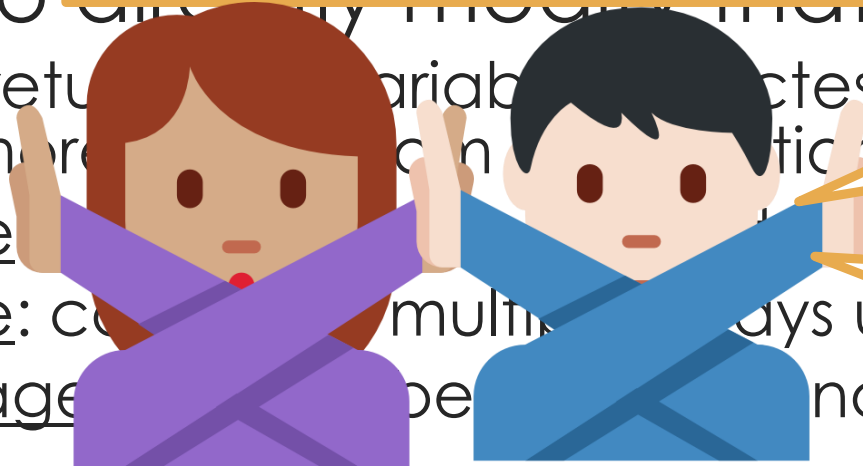
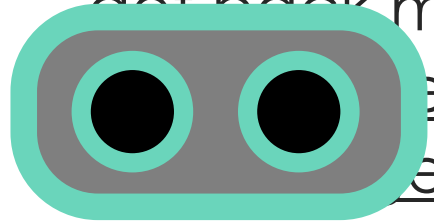
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Corrupt behaviour is detrimental to society

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