

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*.

Example

The code for an odd/even test becomes

```
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);  
}
```

Code becomes more readable (though not necessarily shorter):
introduce application terminology.

Code reuse

Example: multiple norm calculations:

Repeated code:

```
float s = 0;
for (int i=0; i<nx; i++)
    s += abs(x[i]);
cout << "Inf norm x: " << s << endl;
s = 0;
for (int i=0; i<ny; i++)
    s += abs(y[i]);
cout << "Inf norm y: " << s << endl;
```

becomes:

```
int InfNorm( float a[],int n) {
    float s = 0;
    for (int i=0; i<n; i++)
        s += abs(a[i]);
    return s;
}
int main() {
    ... // stuff
    cout << "Inf norm x: " << InfNorm(x,nx) << endl;
    cout << "Inf norm y: " << InfNorm(y,ny) << endl;
```

Code becomes shorter, easier to maintain.

(Don't worry about array stuff in this example)

Introduces application terminology.

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

Program with function

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

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

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

Why functions?

- Easier to read
- Shorter code: reuse
- Cleaner code: local variables are no longer in the main program.
- Maintenance and debugging

Code reuse

```
double x,y, v,w;  
y = ..... computation from x .....  
w = ..... same computation, but from v .....
```

can be replaced by

```
double computation(double in) {  
    return .... computation from 'in' ....  
}  
  
y = computation(x);  
w = computation(v);
```

Anatomy of a function definition

- Result type: what's computed. `void` if no result
- Name: make it descriptive.
- Parameters: zero or more.
`int i, double x, double y`
These act like variable declarations.
- Body: any length. This is a scope.
- Return statement: usually at the end, but can be anywhere; the computed result.

Function call

The function call

1. copies the value of the *function argument* to the *function parameter*;
2. causes the function body to be executed, and
3. the function call is replaced by whatever you return.
4. (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 << "* Output      *" << 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 << "* Output      *" << 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);
}
```

The `atan` is a *standard function*

Exercise 1

```
class Point {  
private:  
    float x,y;  
public:  
    Point(float ux,float uy) { x = ux; y = uy; };  
    float distance(Point other) {  
        float xd = x-other.x, yd = y-other.y;  
        return sqrt( xd*xd + yd*yd );  
    };  
};
```

Project Exercise 2

```
bool isprime(int number) {  
    for (int divisor=2; divisor<number; divisor++) {  
        if (number%divisor==0) {  
            return false;  
        }  
    }  
    return true;  
}
```


Project Exercise 3

Take your prime number testing function `is_prime`, and use it to write program that prints multiple primes:

- Read an integer `how_many` from the input, indicating how many (successive) prime numbers should be printed.
- Print that many successive primes, each on a separate line.
- (Hint: keep a variable `number_of_primes_found` that is increased whenever a new prime is found.)

Exercise 4

```
double func( double x,double number ) {  
    return x*x-number;  
}  
double deriv( double x,double number ) {  
    return 2*x;  
}  
  
double newton_root( double number ) {  
    double guess = .5, prev = 0;  
    while (abs(func(guess,number))>1.e-5) {  
        prev = guess;  
        guess = prev - func(prev,number) / deriv(prev,number);  
        cout << ".. current guess: " << guess << endl;  
    }  
    return guess;  
}
```

Parameter passing

Mathematical type function

Pretty good design:

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

Functional programming example

Code:

```
double squared( double x ) {  
    x = x*x;  
    return x;  
}  
  
/* ... */  
number = 5.1;  
cout << "Input starts as: "  
    << number << endl;  
other = squared(number);  
cout << "Input var is now: "  
    << number << endl;  
cout << "Output var is: "  
    << other << endl;
```

Output:

```
Input starts as: 5.1  
Input var is now: 5.1  
Output var is: 26.01
```

Reference

A reference indicated with an ampersand, and it acts as an alias of the thing it references.

Code:

```
int i;  
int &ri = i;  
i = 5;  
cout << i << "," << ri << endl;  
i *= 2;  
cout << i << "," << ri << endl;  
ri -= 3;  
cout << i << "," << ri << endl;
```

Output:

```
5,5  
10,10  
7,7
```

(You will not use references often this way.)

Parameter passing by reference

The function parameter `n` becomes a reference to the variable `i` in the main program:

```
void f(int &n) {  
    n = /* some expression */ ;  
};  
int main() {  
    int i;  
    f(i);  
    // i now has the value that was set in the function  
}
```

Results other than through return

Also good design:

- Return no function result,
- or return *return status* (0 is success, nonzero various informative statuses), and
- return other information by changing the parameters.
- *pass by reference*
- Parameters are also called 'input', 'output', 'throughput'.

Pass by reference example 1

Code:

```
void f( int &i ) {  
    i = 5;  
}  
int main() {  
  
    int var = 0;  
    f(var);  
    cout << var << endl;
```

Output:

5

Compare the difference with leaving out the reference.

Pass by reference example 2

```
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;  
}  
  
int main() {  
    int n;  
    if (!can_read_value(n))  
        // if you can't read the value, set a default  
        n = 10;  
}
```

Exercise 5

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

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

Exercise 6

Write a function that tests divisibility and returns a remainder:

```
int number,divisor,remainder;
// get the number and divisor from the user
if ( is_divisible(number,divisor,remainder) )
    cout << number << " is divisible by " << divisor << endl;
else
    cout << number << "/" << divisor <<
        " has remainder " << remainder << endl;
```

Exercise 7

```
class Point {  
public:  
    float x,y;  
public:  
    Point() { x = NAN; y = NAN; };  
    Point(float ux,float uy) { x = ux; y = uy; };  
    float distance(Point other) {  
        float xd = x-other.x, yd = y-other.y;  
        return sqrt( xd*xd + yd*yd );  
    };  
};
```

Recursion

Recursion

Functions are allowed to call themselves, which is known as *recursion*. You can define factorial as

$$F(n) = n \times F(n - 1) \quad \text{if } n > 1, \text{ otherwise } 1$$

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

Exercise 8

```
int sum_of_squares( int ton ) {  
    if (ton<=0)  
        return 0;  
    else return ton*ton+sum_of_squares(ton-1);  
};
```


Exercise 9

Write a recursive function for computing Fibonacci numbers:

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

First write a program that computes F_n for a value n that is input by the user.

Then write a program that prints out a sequence of Fibonacci numbers; the user should input how many.

More about functions

Default arguments

Functions can have *default argument(s)*:

```
double distance( double x, double y=0. ) {  
    return sqrt( (x-y)*(x-y) );  
}  
  
...  
d = distance(x); // distance to origin  
d = distance(x,y); // distance between two points
```

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

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 type or number of input arguments: can not differ only in return type.

Scope

Lexical scope

Visibility of variables

```
int main() {  
    int i;  
    if ( something ) {  
        int j;  
        // code with i and j  
    }  
    int k;  
    // code with i and k  
}
```

Shadowing

```
int main() {  
    int i = 3;  
    if ( something ) {  
        int i = 5;  
    }  
    cout << i << endl; // gives 3  
    if ( something ) {  
        float i = 1.2;  
    }  
    cout << i << endl; // again 3  
}
```

Variable `i` is shadowed: invisible for a while.

After the lifetime of the shadowing variable, its value is unchanged from before.

Shadowing and scope are lexical

This is independent of dynamic / runtime behaviour!

Code:

```
bool something{false};
int i = 3;
if ( something ) {
    int i = 5;
    cout << "Local: " << i << endl;
}
cout << "Global: " << i << endl;
if ( something ) {
    float i = 1.2;
    cout << i << endl;
    cout << "Local again: " << i << endl;
}
cout << "Global again: " << i << endl;
```

Output:

```
Global: 3
Global again: 3
```


Life time vs reachability

Even without shadowing, a variable can exist but be unreachable.

```
void f() {  
    ...  
}  
int main() {  
    int i;  
    f();  
    cout << i;  
}
```