

EECS168/169-Lab7

Functions

# Functions

```
returnValueType functionName(list of parameters)
{
    //Function Body
}
```

Have we used functions so far?

# Function - main

```
int main(int argc, char** argv)
{
    //Main Function Body
    return (0);
}
```

What is main's:

- name,
- parameters,
- return value type
- body

# Function - sqrt

```
the_root = sqrt(9.0);
```

What is sqrt's:

- name,
- parameters,
- return value type
- body

```
double sqrt(double Value);
```

Declaration!

# Function Declaration, Definition and call(s)

Function  
Declaration

```
void changeFirstElement(int arr[], int size);  
void printArray(int arr[], int size); /*When you pass an array to a function , what you are  
actually passing is the array reference (aka a pointer to the first block of memory in the array).  
And since an array doesn't know its own size, the size will need to be passed as well. */
```

Function Call

```
int main()  
{  
    int *nums = new int[3]; //Defining array Dynamically  
  
    nums[0] = 10;  
    nums[1] = 20;  
    nums[2] = 30;  
  
    printArray(nums, 3);  
    changeFirstElement(nums, 3);  
  
    cout << nums[0] << endl; //prints 99  
    printArray(nums, 3);  
  
    delete[] nums; //delete the array. Remember, there is one delete for every new.  
}
```

Function Definition

```
void changeFirstElement(int arr[], int size)  
{  
    arr[0] = 99;  
}
```

Function Definition

```
void printArray(int arr[], int size)  
{  
    int i = 0;  
    for (i = 0; i < size; i++)  
        cout << arr[i]  
}
```

# Function Declaration, Definition and call(s)

Function  
Declaration

```
int add(int a, int b);
```

```
int main()  
{
```

Function Call

```
    int x = 5;
```

```
    int y = 10;
```

```
    int z = add(x, y);
```

```
    std::cout << z; //prints 15
```

```
}
```

Function Definition

```
/* This function takes two integers and returns the summing of  
those two numbers */
```

```
int add(int a, int b)
```

```
{
```

```
    int answer = 0; //function variable
```

```
    answer = a + b; //doing some calculations
```

```
    return(answer); //returning a value
```

```
}
```

```
1  #include <iostream>
2  using namespace std;
3
4  double total_cost(int number_par, double price_par);
5  //Computes the total cost, including 5% sales tax,
6  //on number_par items at a cost of price_par each.
7
8  int main( )
9  {
10     double price, bill;
11     int number;
12
13     cout << "Enter the number of items purchased: ";
14     cin >> number;
15     cout << "Enter the price per item $";
16     cin >> price;
17
18     bill = total_cost(number, price);
19
20     cout.setf(ios::fixed);
21     cout.setf(ios::showpoint);
22     cout.precision(2);
23     cout << number << " items at "
24           << "$" << price << " each.\n"
25           << "Final bill, including tax, is $" << bill
26           << endl;
27
28     return 0;
29 }
30
31 double total_cost(int number_par, double price_par)
32 {
33     const double TAX_RATE = 0.05; //5% sales tax
34     double subtotal;
35
36     subtotal = price_par * number_par;
37     return (subtotal + subtotal * TAX_RATE);
38 }
```

function declaration

function call

function heading

function body

function definition

# Pitfalls

- In your main function test your functions
- I highly recommend that you **test each function after you write it**
- **Don't** try to write all the functions then test for the **first time**
- Your main **must call the functions you write** to solve the problems at hand
- Arguments in wrong order.
- Putting parameter type in function call.



# Command line arguments

You can pass information into your program at the command - in other words, from terminal.

Example:

```
$>./myLab coffee eggs bread
```

In addition to launching your program, you passed 3 pieces of information, "coffee", "eggs", and "bread" into the program. Where is it? In a 2D character array!

Your main() will be updated to use command line arguments.

```
//old main
int main ()
{
//stuff
}
```

```
//new main
int main( int argc, char* argv[] )
{
//stuff
}
```

**Question: What are argc and argv?**

- argc

- a count of how many command line arguments (include the program's name) were passed in.
- Our example from above would set argc to 4

- argv

- A 2D character array with all the words passed in

# Command line arguments (cont.)

- Storing one of the arguments in a string:

```
//new main
int main( int argc, char* argv[] )
{
    std::string myStr;
    //check to see if there's an argument to grab
    if( argc > 1 )
    {
        myStr = argv[1]; //copies the argument into your variable
    }
}
```

# Exercise 1: Function basics

Your program will take two numbers from the command-line and display the sum of all values from one to the other (inclusive).

```
$> ./exercise1 5 8 Summation from 5 to 8: 26
```

Order of the values doesn't matter

```
$> ./exercise1 8 5 Summation from 5 to 8: 26
```

Note the program displays "Summation from <smaller value> to <larger value>"

Define the following functions in main.cpp:

- `int smaller(int n1, int n2);`
  - returns the smaller of the two values (or either if tied)
- `int larger(int n1, int n2);`
  - Returns the larger of the two values (or either if tied)
- `int sum(int n1, int n2);`
  - Returns the sum of values from the smaller value to the larger value
  - Make calls to your previous defined functions to help!
- `int main(int argc, char* argv[])`
  - Handles all printing!
  - Your other functions do not print anything!

Please refer to string to int/double converters in library `<string>`.

```
std::string str1 = "42";  
std::string str2 = "2.5";  
  
int x = 0;  
double d = 0;  
  
x = std::stoi(str1); //string to int  
d = std::stod(str2); //string to double
```

# Exercise 2: Your pal, the palindrome

- Make a program that takes a single int at the command-line and displays whether or not that integer is a palindrome.
- A palindrome a sequence that is the same forwards and backwards. Example 121 is a palindrom, but 122 is not.
- Define the following functions
- `int lastDigit(int n)`
  - Returns the last digit of an integer n (e.g. `lastDigit(17)` returns 7, `lastDigit(1)` returns 1)
- `int removeLast(int n)`
  - Returns the same value as n, but the last digit is removed (e.g. `removeLast(123)` returns 12)
  - NOTE: if `removeLast` is passed a 1-digit number it returns 0
- `int reverse(int n)`
  - Returns the reverse of an integer n (e.g. `reverse(12345)` returns 54321)
  - Use previous functions for help!
- `bool isPalindrome(int n)`
  - Returns true if n is a palindrome, false otherwise.
  - Use previous functions for help!

# Exercise 3: Array Resizing

- You will create an array manipulation program that allows the user to do pretty much whatever they want to an array.
- When the program begins, you will prompt the user for an initial size of the array, then the values to fill the array. Your array will contain ints.
- After the user fills the initial array, present the user with a menu, detect their choice, and provide them any needed follow up prompts that are needed.
- Continue until they want to quit

# Menu Options

## Sample Menu

Make a selection:

- 1) Insert
- 2) Remove
- 3) Count
- 4) Print
- 5) Exit

Choice:

Insert

- The user will provide a position to insert a value
- You must obtain a valid position before moving on
- Obtain the value to insert and insert it into the array
- NOTE: The array will be one element larger after

Remove

- The user will provide a position to remove a value
- You must obtain a valid position before moving on
- Once you have a valid position, remove that value
- NOTE: The array will be one element smaller after

Count

- Obtain a value from the user
- Tell them how many times that value is in the array

Print

- Print the contents of the array in the following format:  
[1, 3, 99]

Exit

- Exits the program

# Functions

- For each of the options the user has access to, create a function to handle the work involved.
- `int* insert(int arr, int size, int value, int position)`
  - Inserts the given value at the specified position
  - Creates a new array, copies all old value over adjusting indices as necessary
  - Deletes the old array (arr)
  - Returns a pointer to the new array
- `int* remove(int arr[ ], int size, int position)`
  - Removes the value at the given position
  - Creates a new array, copies all old value over adjusting indices as necessary
  - Deletes the old array (arr)
  - Returns a pointer to the new array
- `int count(int arr[ ], int size, int target)`
  - returns a count of how many times the target value is in the array
- `void print(int arr[ ], int size)`
  - Prints array as required

# Exercise -169

- Add an option in the menu "Check palindrome." When the user selects this, the program will tell the user if the array is a palindrome or not. You must create an isPalindrome function with appropriate parameters and return type.
- A palindrome is a sequence that is the same forwards and backwards, so you'll detect whether or not the order of values in the array would be same if reversed.



# Memory Leaks

Don't forget to check the memory leaks!

Thank you!