

Day 6

* Functions :-

- A typical way of getting something done in c++ program is to call a function to do it.

- Defining the function is the way to specify how an operation is to be done.

- A function is block of statements that performs a specific task.

```
#include <iostream>
```

```
using namespace std;
```

```
int main() {
```

```
    cout << "Day 6";
```

```
}
```

← main function

← cout is function (predefined)

1) Predefined function

2) User defined function.

Function Declaration / prototype

return type, function name (data type parameter)

Function Definition

return type, function name (data type parameters name) {

set of statements

return statement

}

Function calling

function name (list of parameters)

Q Print area of circle

```
#include <iostream>
using namespace std;
void area(float);
```

```
int main() {
    float r;
    cin >> r;
    area(r);
    return 0;
}
```

```
void area(float r) {
    float ar = 3.14 * r * r;
    cout << "The area is " << ar;
    return;
}
```

★ Function parameters can be passed in three ways:

- 1) Pass by value
- 2) Pass by pointers
- 3) Pass by reference