Functions

May 2, 2020

0.1 Functions

In the cell below, there is a simple function to add two numbers and return the result. Test the code below, and click the button for a more in-depth explanation.

```
In []: #include <iostream>
    using std::cout;

// Function declared and defined here.
int AdditionFunction(int i, int j)
{
    return i + j;
}

int main()
{
    auto d = 3;
    auto f = 7;
    cout << AdditionFunction(d, f) << "\n";
}</pre>
```

Compile & Execute

Explain

Loading terminal (id_doqs3ky), please wait...

0.1.1 Practice

Now that you've seen how to define and call a function, try this yourself in the cell below with a slightly more complicated example. Your function should accept a vector of ints as its argument and return the sum of all the ints in the vector. If you get stuck, click the solution button for help.

```
// as the argument, and it should return the sum of all the ints in the vector.
int AdditionFunction(const vector<int> &v){
    int sum = 0;
    for(const int &i: v){
        sum = sum + i;
    }
    return sum;
}

int main() {
    vector<int> v {1, 2, 3};
    // Uncomment the following line to call your function:
    cout << AdditionFunction(v) << "\n";
}</pre>
```

Compile & Execute

Show Solution

Loading terminal (id_48n55jo), please wait...

0.2 Void Return Type

Sometimes a function doesn't need to return anything. For example, a function might simply modify an object that is passed into it, or it might just print to the terminal. If a function doesn't need to return a value, the void type can be used for the return type. Using the function syntax provided above, write a function PrintStrings that takes two strings as arguments and prints both of them. If you are having trouble, click the solution button for help.

Compile & Execute

Explain Loading terminal (id_cn1dl9q), please wait...