4-6 Scope

Scope determines the region of the program in which a defined object is visible. Scope pertains to any object that can be declared, such as a variable or a function declaration.

Topics discussed in this section:

Global Scope Local Scope

```
/* This is a sample to demonstrate scope. The techniques
   used in this program should never be used in practice.
#include <stdio.h>
                                      Global area
int fun (int a, int b);
 int main (void)
                                      main's area
   int a;
   int b;
   float y;
      { // Beginning of nested block
       float a = y / 2;
       float y;
                                      Nested block
        float z;
                                          area
        z = a * b;
         // End of nested block
    // End of main
int fun (int i, int j)
   int a;
                                       fun's area
   int y;
   // fun
```

FIGURE 4-32 Scope for Global and Block Areas

Note

Variables are in scope from declaration until the end of their block.

4-7 Programming Example— Incremental Development

Top-down development, a concept inherent to modular programming, allows us to develop programs incrementally. By writing and debugging each function separately, we are able to solve the program in smaller steps, making the whole process easier.

Topics discussed in this section:

First Increment: main and getData

Second Increment: add

Final Increment: Print Results The

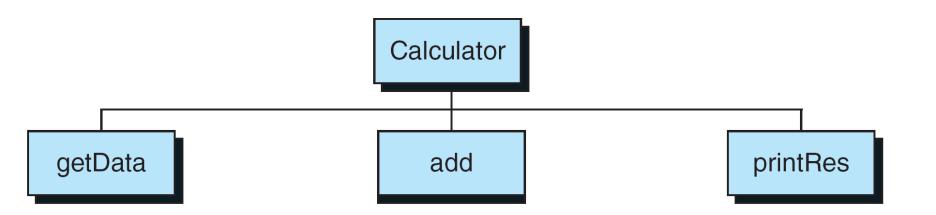


FIGURE 4-33 Calculator Program Design

```
1
    /* This program adds two integers read from the
       keyboard and prints the results.
          Written by:
 4
          Date:
    */
    #include <stdio.h>
    // Function Declarations
    void getData (int* a, int* b);
10
11
    int main (void)
12
13
    // Local Declarations
14
       int a;
15
       int b;
16
17
   // Statements
18
       getData (&a, &b);
19
```

```
20
      printf("**main: a = %d; b = %d \n", a, b);
21
22
     return 0;
23
   } // main
24
25
   /* ============= qetData =============
26
      This function reads two integers from the keyboard.
27
         Pre Parameters a and b are addresses
28
        Post Data read into parameter addresses
29
   * /
30
    void getData (int* a, int* b)
31
32
      printf("Please enter two integer numbers: ");
33
      scanf("%d %d", a, b);
34
35
      printf("**getData: a = %d; b = %d n", *a, *b);
36
      return;
37
   } // getData
```

```
Results:
Please enter two integer numbers: 8 13

**getData: a = 8; b = 13

**main: a = 8; b = 13
```

```
1
    /* This program adds two integers read
      from the keyboard and prints the results.
         Written by:
         Date:
   */
   #include <stdio.h>
   // Function Declarations
   void getData (int* a, int* b);
10
   int add (int a, int b);
11
12
   int main (void)
13
   {
14
   // Local Declarations
15 l
      int a;
16 | int b;
17 l
   int sum;
18
```

```
19
   // Statements
20
      getData (&a, &b);
21
22
      sum = add (a, b);
23 l
   printf("**main: %d + %d = %d \n", a, b, sum);
24
   return 0:
25
   } // main
26
27
   /* ======= getData =======
28
      This function reads two integers from the keyboard.
         Pre Parameters a and b are addresses
29
30
        Post Data read into parameter addresses
31
   * /
32
   void getData (int* a, int* b)
33
34
      printf("Please enter two integer numbers: ");
35
      scanf("%d %d", a, b);
36 | return;
   } // getData
```

```
38
   /* ========== add ==============
39
40
      This function adds two numbers and returns the sum.
41
         Pre a and b contain values to be added
42
         Post Returns a + b
43
   * /
44
   int add (int a, int b)
45
   {
46
   // Local Definitions
47
      int sum;
48
49
   // Statements
50
      sum = a + b;
51
      printf("**add: %d + %d = %d\n", a, b, sum);
52
53
   return sum;
54
   } // add
```

```
Results:
Please enter two integer numbers: 8 13
**add: 8 + 13 = 21
**main: 8 + 13 = 21
```

```
1
   /* This program adds two integers read
      from the keyboard and prints the results.
         Written by:
4
         Date:
5
   * /
   #include <stdio.h>
   // Function Declarations
   void getData (int* a, int* b);
10
   int add (int a, int b);
11
   void printRes (int a, int b, int sum);
12
13
   int main (void)
14
   {
15
   // Local Declarations
16
   int a;
17
      int b;
```

```
18
      int sum = 0;
19
20
   // Statements
21
      getData (&a, &b);
22
23
      sum = add (a, b);
24
25
      printRes (a, b, sum);
26
      return 0;
27
   } // main
28
29
   /* ============= qetData ==============
      This function reads two integers from the keyboard.
30
31
         Pre Parameters a and b
32
         Post Returns a + b
33
   * /
34
   void getData (int* a, int* b)
35
```

```
36
      printf("Please enter two integer numbers: ");
37 l
      scanf("%d %d", a, b);
38
      return;
39
   } // getData
40
41
   /* ========== add ==============
42
      This function adds two integers and returns the sum.
43
         Pre Parameters a and b
44
       Post Returns a + b
45
   * /
46
    int add (int a, int b)
47
    {
48
   // Local Definitions
49
      int sum;
50
51
   // Statements
52
      sum = a + b;
53 | return sum;
54
   } // add
```

```
55
56
   /* ======= printRes =======
      Prints the calculated results.
57
58
         Pre a and b contain input; sum the results
59
         Post Data printed
60
   * /
61
   void printRes (int a, int b, int sum)
62
    {
63
      printf("%4d + %4d = %4d\n", a, b, sum);
64
      return;
65
    } // printRes
   Results:
   Please enter two integer numbers: 8 13
      8 + 13 = 21
```