

# **Functions**

Lecture-9

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# Let's create new bigger patterns

Take a, b, c as input and print the following pattern: a = 3, b = 4, c = 5

```
**
**
**
***
***
**
**
***
***
```



# Let's change the code!

What if we we want to make a same pattern for numbers?

A lot of code change! Duh!!!



# Can we do it in a better way?

The importance of functions



### **Syntax for Functions**

#### Wrapping the logic under a name

```
function_name {
    // function body
}
```



#### Syntax for Functions

#### The need for arguments

```
function_name(int a, int b, int c) {
    // function body
}
```



#### **Syntax for Functions**

# The need for a return type: Understanding with example

```
<void/int/float> function_name(int a, int b, int c) {
    // function body
}
```



What is int main()?



# Some inbuilt library functions





#### **Ques**: Combination and Permutation





### **Ques**: Pascal triangle



### **Ques**: Pascal triangle Optimised





#### Are arguments passed actually the same?

Printing out the actual address of variables in the functions...



### Formal parameters and Actual Parameters





# Scope of variable



### **Default** values of Arguments





Ques: Write a function to compute the greatest common divisor of two given numbers





#### **State TRUE or FALSE:**

- The variables commonly used in C++ functions are available to all the functions in a program.
- To return the control back to the calling function we must use the keyword return.
- 3) The same variable names can be used in different functions without any conflict.



#### **State TRUE or FALSE:**

- 4) Every called function must contain a return statement.
- 5) A function may contain more than one return statements.
- 6) Each return statement in a function may return a different value.



#### **Bonus Ques**: Print the factorials of first n numbers





#### **Ques: Swap 2 numbers**





# Why does this not work?





#### Is there a way to solve this?

What if we are able to store or pass the actual address inside functions?



#### **Next Lecture**

Understanding the memory aspects of programming

Working with memory addresses using Pointers!