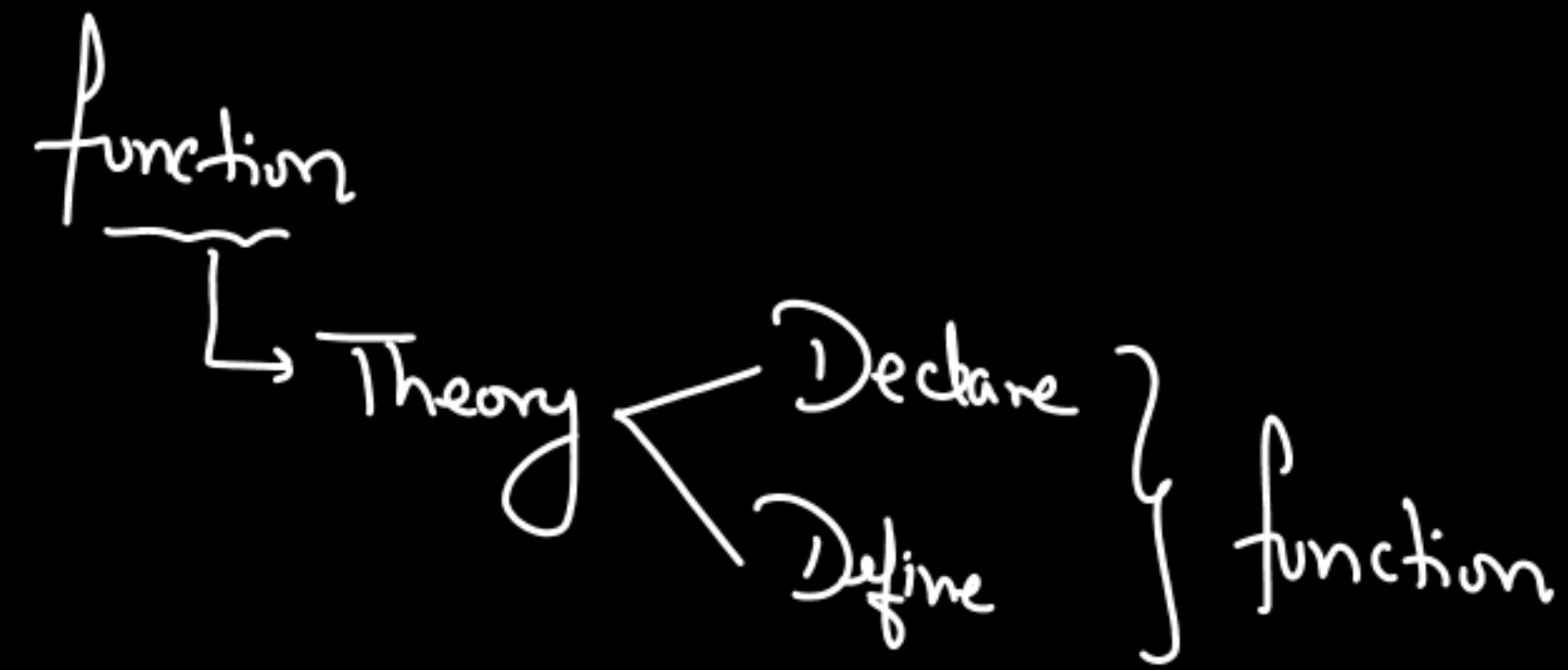


Lecture - 24

Programming in C

functions (part-02)



→ Built in : Pre-defined

↳ header files <stdio.h>

→ User defined : Defined by the programmer

Syntax to define a function

Rules are same for
Identifiers.

return type functionName () {

Body of the function

return value;

default (int)

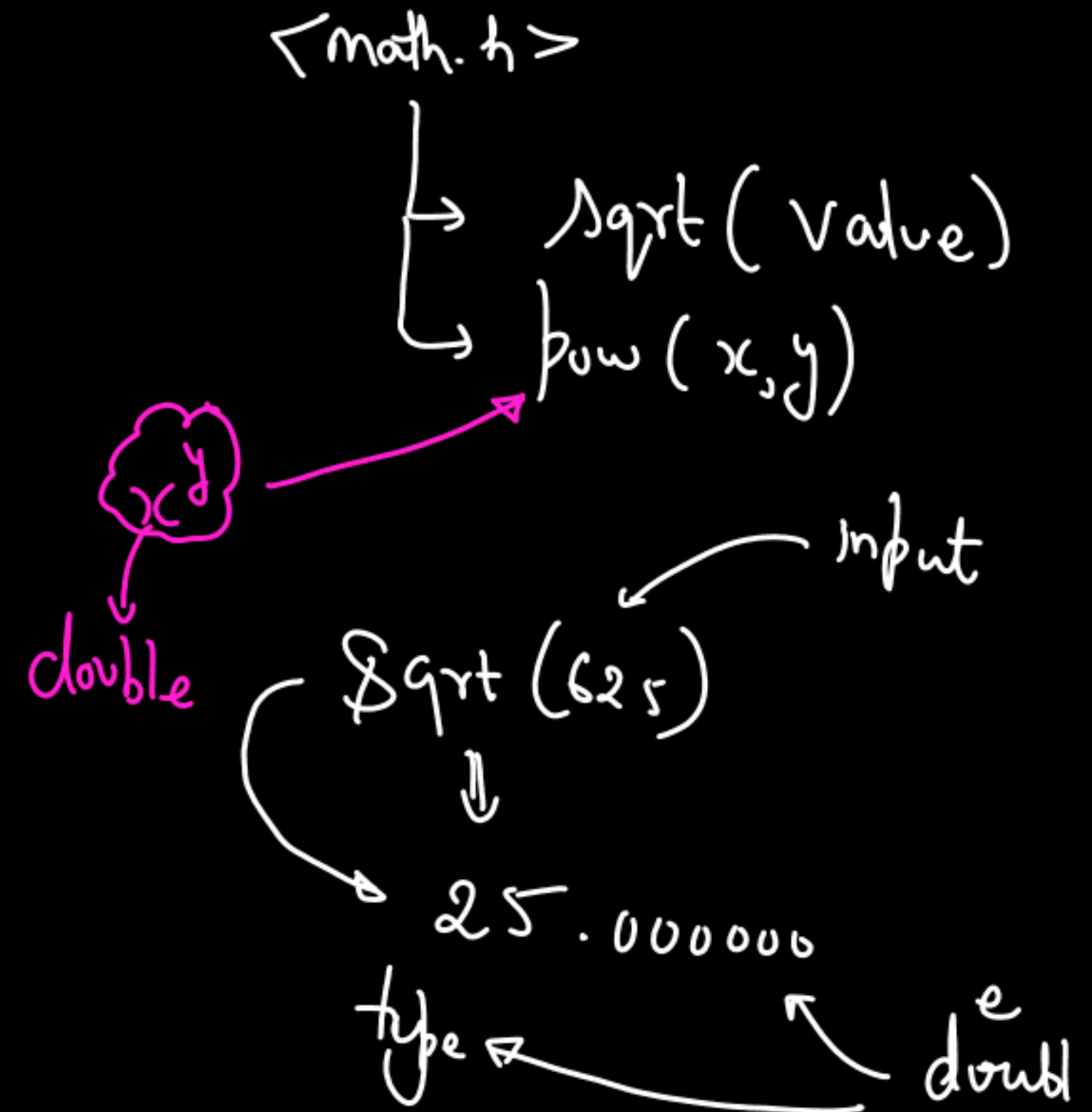
Input of the
function
(parameter)
↓

We have to mention the
type and variable name to
assign the input value

Takes place
of the function

[written at the last]

- ① Return Type
- ② function Name
- ③ parameter
- ④ Return value



Define a function that takes two numbers and return their sum.
Assume that the numbers are integer

$\text{int} + \text{int} = \text{int}$

return type
fⁿ name
int Add (int a, int b) {
Parameter Set
int c = a + b;
Body
return c;
return value
}

Calling the function
Arguments
functionName (input values);

Eg Add (10, 20); \rightarrow "30"
↑ ↑
int int

Definition & Declaration of the function:

```
#include <stdio.h>
```

```
int square(int x);
```

```
int main() {  
    int x = square(5);  
    printf("%d", x);  
    return 0;  
}
```

```
int square(int a) {  
    return (a * a);  
}
```

$5 \times 5 = 25$

or int square(int) ✓

declare

this function exists / defined

x	25	← int
a	5	

} define

load inside the memory

f(x)
↓
Define

After main()
↳ Declare first

Before main()
↳ No need to declare

```
int y = square(100);  
y ⇒ 10000
```

```
int z = square(25);  
z ⇒ 625
```

Calling the fn

function.c >  mul(int, int)

```
1  #include<stdio.h>
2  #include<conio.h>
3  #include<math.h>
4  //declare
5  // int mul(int a, int b);
6  // or
7  int mul(int,int); ← declaration
8
9  int main(){
10     int x = mul(10,20); ← 200
11     printf("%d", x);
12     return 0;
13 }
14 //define
15 int mul(int10 a , int20 b){
16     int c = a*b;
17     return c;
18 }
```

fn definition

200

PS C:\Use

i Chand\I

function prototype : प्रारंभ

→ It provides the details of the function.
Name, parameters, argument, return value, Body, limit, Scope etc.

```
int main ( ) {
```

```
    f(10);
```

```
    return 0;
```

```
}
```

← Call

Actual
Parameter

↓

Actual values are
passed while calling
the function

void

int

f (int a) {

printf ("The Square of a is %d", a * a);

formal

parameter

→

The parameter which set during function definition.

↓
declare

define

void → No need to
write return

* It is not necessary that function will return
a value

formal Parameter \leftarrow during Compile time \rightarrow Source Code . C $\xrightarrow{\text{GCC}}$ Compiled Program . exe
 \uparrow
GCC \rightarrow

Actual Parameters \rightarrow during Runtime \rightarrow Compiled Program-exe \rightarrow Memory $\frac{9}{11}$ Load \Rightarrow Processing

Actual Parameter :

function $x(500, 6000)$

Actual values \leftarrow Arguments (values)
 \Downarrow
 Actual argument

ues)

error

```
int function x( int a, b ) {  
    (int a, int b)
```