

## Lab 6.3.12.6 Functions: part 6 - variables in functions

### Objectives

Familiarize the student with:

- Functions
- Function calls with parameters
- The naming of parameters
- Function return values
- Printing on screen

### Scenario

Check the program below. We've removed all variable names from the function declaration and body. Complete this code with your variable names. This function compares two strings and it returns:

- -1 - when the first string is before the second string in alphabetical order;
- 0 - when the contents of both strings are exactly the same;
- 1 when the first string is after the second string in alphabetical order;

Your version of the program must print the same result as the expected output.

```
#include <stdio.h>

int stringCompare(char *, char *)
{
    int ;
    for ( =0 ; [ ] != 0 && [ ] != 0 ; ++ )
    {
        if ([ ] > [ ])
        {
            return 1;
        }
        else if ([ ] < [ ])
        {
            return -1;
        }
    }
    if ([ ] == 0)
    {
        if ([ ] == 0)
            return 0;
        else
            return -1;
    }
    else
        return 1;
}

int main(void)
{
    int result1 = stringCompare("AAA", "BBB");
    int result2 = stringCompare("AAC", "AAB");
    int result3 = stringCompare("AAC", "AAC");
    int result4 = stringCompare("AAC", "AACC");
    printf("result1: %d\n", result1);
    printf("result2: %d\n", result2);
    printf("result3: %d\n", result3);
    printf("result4: %d\n", result4);
    return 0;
}
```

## Example output

```
result1: -1
result2: 1
result3: 0
result4: -1
```