CSE 142
Computer Programming I

Function Parameters

Overview

Many concepts in this lecture:
- Function parameters and arguments
- Return values, return types, and the return statement
- Local variables
- Function prototypes and header files
- Lots of new terminology, too

Near the end of the lecture:
- An extended program, traced

Refresher: Printing a Banner

Our original banner program called this function to print a very simple banner

```c
void PrintBannerLines (void)
{
    printf("***************
");
    printf("***************
");
}
```

The Client Wants a Change

Suppose we now want to change the program: it should now print 5 rows of asterisks when it starts and when it finishes, but print the original 2 line banner everywhere else

We could write an additional function that prints 5 rows of asterisks, or...

Can we Generalize?

Suppose we now want to change the program: it should now print 5 rows of asterisks when it starts and when it finishes, but print the original 2 line banner everywhere else

We could write an additional function that prints 5 rows of asterisks, or...

Could we somehow generalize

PrintBannerLines? Could we make the same function do double duty?

Can we Generalize?

Can we modify the function so that instead of

```
print two rows of asterisks
```

it will:

```
print N rows of asterisks
```

where N is the number of rows that we want “this time” when we call it

N is information that the function needs to know
```c
#include <stdio.h>
int main(void)
{
    PrintBannerLines(5);
    /* produce some output */
    PrintBannerLines(2);
    /* produce final output */
    PrintBannerLines(5);
    return 0;
}
```

The value in the parentheses is called the "argument" to this call.

**Code for the Modified Function**

The function will start off this way:

```c
void PrintBannerLines (int numLines) {
    ...
    numLines is the "parameter" of the function.
    numLines can be used inside the function just like a variable.
```

(The full solution won’t be shown now. It requires a feature called "iteration" that we will cover later. We’ll see parameters in other examples.)

**Passing Results Back to the Caller**

**Specification:** Write a function that, given the radius, computes the area of a circle with that radius.

What should it do with the result?

```
newArea = CircleArea(1.7);
```

```
CircleArea function
```

**Returned Values**

**Parameters** are a way for the calling routine to "send data" to the function.

The new concept, return values, are the opposite, a way for the function to send data back to the calling routine.

```
newArea = CircleArea(1.7);
```

```
return 3.14 * r * r;
```

**area Function, Solved**

**Specification:** Write a function which, given the radius, returns the area of a circle with that radius.

**New features:**

1. The return statement stops function execution and specifies the value returned.
2. The type of the returned value is stated before the function name.

```c
/* return area of circle with radius r */
double CircleArea (double r) {
    return 3.14 * r * r;
}
```

**Void Parameters, Non-void Returns**

This function returns a number that it generates internally, without the need for a parameter (information) supplied by the caller.

```
return a "random" number.
```

```
double GenRandom (void) {
    double result;
    result = ...
    return result;
```

function type (returned value’s type):
We say “GenRandom()” is a function of type double, or “GenRandom()” returns a double.

local variable – exists only while function is executing

```
returned value
```

```
return statement
```

G2-8

G2-9

G2-10

G2-11

G2-12

G2-2
More on return

For void functions:
return; causes control flow to return to the statement following the call in the caller.

For functions that return a value:
return expression; causes control flow to return to the caller. The function call is "replaced" with the returned value.

Note: no parentheses are needed around the expression
return is a C statement. It is not a function call

Calling a Non-Void Function

A value-returning function can be used anywhere an expression of the same type can be used

```c
int main (void) {
    double firstRandom, secondRandom;
    double result;
    firstRandom = GenRandom ();
    secondRandom = GenRandom ();
    result = firstRandom + secondRandom;
    printf("the value of \%f + \%f is \%f.\n", firstRandom, secondRandom, result);
    return 0;
}
```

Discussion Questions

1. Can you have more than one return inside a function?
2. Does a return statement have to be the last statement of a function?
3. If a function starts off as double Calculate (void) {... could it contain this statement?
   return;
4. If a function starts off as void PrintBankBalance (void) {... could it contain this statement?
   return currentBalance;

Matching up the Arguments

Rule: The function call must include a matching argument for each parameter.
When the function is executed, the value of the argument becomes the initial value of the parameter.

```c
int main (void) {
    ...
    z = 98.76;
    x = 34.575 * Area (z/2.0);
    ...
    return 0;
}
```

More Terminology Confusion

Many people use the term formal parameter instead of parameter and actual parameter instead of argument.
We will try to stick to parameter and argument for simplicity, but the other terminology will probably slip in from time to time.

People often refer to replacing a parameter with the argument in a function call as "passing the argument to the function".
Review: Function Control Flow

Some time ago we described the basic flow. We can now give a much more detailed account of how this flow works.

Control and Data Flow

When a function is called:
1. Memory space is allocated for the function’s parameters and local variables
2. Argument values are copied;
3. Control transfers to the function body;
4. The function executes;
5. Control and return value return to the point of call.

Control and Data Flow

```c
int main (void)
{
    double x, y, z;
    y = 6.0;
    x = Area(y/3.0) ;
    ---
    z = 3.4 * Area(7.88) ;
    ---
    return 0;
}
```

/* Find area of circle with radius r */
```c
double Area (double r)
{
    return 3.14 * r * r;
}
```

The Way:
Function Style Points

The comment above a function must give a complete specification of what the function does, including the significance of all parameters and any returned value.

Someone wishing to use a function should be able to hide its body and learn everything they need from the function heading and comment:

```c
/* Compute area of circle with radius r */
double CircleArea (double r)
```

Multiple Parameters

A function may have more than one parameter Arguments must match parameters in number, order, and type

```c
double gpt, gpa;
gpt = 3.0 + 3.3 + 3.9;
gpa = Avg ( gpt, 3 );
---
```

```c
double Avg [double total, int count]
{
    return total / (double) count ;
}
```
Rules for Returns

A function can only return one value — but it might contain more than one return statement.

In a function with return type T, the returned expression must be of type T. A function with return type T can be used anywhere an expression of type T can be used.

Where Are We?

We have seen all of the basic concepts for how a function communicates with the outside world, through parameters and return values.

We know the syntax involved, as well as the logical concepts.

There is still a topic centered with the internal programming of the function: the use of local variables.

Local Variables

A function can define its own local variables.

The locals have meaning only within the function.

Local variables are created when the function is called.

Local variables cease to exist when the function returns.

Parameters are also local.

A Function with Local Variables

/* return area of circle with radius r */
double CircleArea (double r)
{
    double rsquared, area;
    rsquared = r * r ;
    area = 3.14 * rsquared ;
    return area;
}

Psst... Global Variables

C lets you define variables that are not inside any function.

Called "global variables."

Global variables have legitimate uses, but for beginners, they often are:

- a crutch to avoid using parameters
- poor style

The Party Line

In this course:

- global variables are completely verboten! Only local variables are allowed in homework programs.

Note: #define symbols are global, but technically, they are not variables...

Their use is encouraged!
Local Variables: Summary

(Formal) parameters and variables declared in a function are local to it; cannot be accessed (used) by other functions (except by being passed as actual parameters or return values)

Allocated (created) on function entry, de-allocated (destroyed) on function return.

(Formal) parameters initialized by copying value of argument (actual parameter). (“Call-by-value”) A good idea? YES!

localize information; reduce interactions.

Now We’re Ready!

Once we have local variables, we can develop an extended and realistic example of function usage.

Problem: Find the area of a washer-shaped figure.

Within the solution, the circleArea function already programmed will be used.

Washer Area Function

/* Find area of washer with given inner and outer radius. */
double WasherArea (double inner, double outer)
{
    double innerArea, outerArea, areaOfWasher;
    innerArea = CircleArea (inner) ;
    outerArea = CircleArea (outer) ;
    areaOfWasher = outerArea - innerArea ;
    return areaOfWasher ;
}

The Full Program on One Page

#include <stdio.h>
#define PI 3.0
/* Find area of circle with radius r */
double CircleArea(double r)
{
    double rsqrd, area;
    rsqrd = r * r ;
    area = PI * rsqrd ;
    return area;
}
/* Find area of a washer with given inner and outer area */
double WasherArea(double inner, double outer)
{
    double innerArea, outerArea, areaOfWasher;
    innerArea = CircleArea (inner) ;
    outerArea = CircleArea (outer) ;
    areaOfWasher = outerArea - innerArea ;
    return areaOfWasher ;
}
/* read washer info and print area */
int main(void)
{
    double inner, outer, area;
    printf ("Input inner radius and outer diameter: ") ;
    scanf (" %lf %lf ", &inner, &outer) ;
    area = WasherArea (inner, outer/2.0) ;
    printf (" %f ", area) ;
    return 0 ;
}

Full Program, Page I of 2

#include <stdio.h>
define PI 3.0
/* Find area of circle with radius r */
double CircleArea(double r)
{
    double rsqrd, area;
    rsqrd = r * r ;
    area = PI * rsqrd ;
    return area;
}
/* read washer info and print area */
int main(void)
{
    double inner, outer, area;
    printf ("Input inner radius and outer diameter: ") ;
    scanf (" %lf %lf ", &inner, &outer) ;
    area = WasherArea (inner, outer/2.0) ;
    printf (" %f ", area) ;
    return 0 ;
}

Full Program, Page 2 of 2

#include <stdio.h>
define PI 3.0
/* Find area of circle with radius r */
double CircleArea(double r)
{
    double rsqrd, area;
    rsqrd = r * r ;
    area = PI * rsqrd ;
    return area;
}
/* read washer info and print area */
int main(void)
{
    double inner, outer, area;
    printf ("Input inner radius and outer diameter: ") ;
    scanf (" %lf %lf ", &inner, &outer) ;
    area = WasherArea (inner, outer/2.0) ;
    printf (" %f ", area) ;
    return 0 ;
}
Showing How Functions are Related

This "static call graph" shows who calls who.

Local Variables of main

<table>
<thead>
<tr>
<th>main</th>
<th>inner</th>
<th>outer</th>
<th>area</th>
</tr>
</thead>
</table>

Parameters and local variables of WasherArea

<table>
<thead>
<tr>
<th>WasherArea</th>
<th>inner</th>
<th>outer</th>
<th>innerArea</th>
<th>outerArea</th>
<th>areaOfWasher</th>
</tr>
</thead>
</table>

Parameters and local variables of CircleArea

<table>
<thead>
<tr>
<th>CircleArea</th>
<th>r</th>
<th>rsqrd</th>
<th>area</th>
</tr>
</thead>
</table>

Full Program, Page 2 of 2

```c
/* read washer info and print area */
int main(void)
{
    double inner, outer, area;
    printf("Input inner radius and outer diameter: ");
    scanf(" %lf %lf ", &inner, &outer);
    area = WasherArea(inner, outer/2.0);
    printf(" %f ", area);
    return 0;
}
```

Full Program, Page 1 of 2

```c
#include <stdio.h>
#define PI 3.0

/* Find area of circle with radius r */
double CircleArea(double r)
{
    double rsqrd, area;
    rsqrd = r * r;
    area = PI * rsqrd;
    return area;
}

/* Find area of a washer with given inner and outer area */
double WasherArea(double inner, double outer)
{
    double innerArea, outerArea;
    innerArea = CircleArea(inner);
    outerArea = CircleArea(outer);
    areaOfWasher = outerArea - innerArea;
    return areaOfWasher;
}
```
Full Program, Page 1 of 2

```c
#include <stdio.h>
#define PI 3.0
/* Find area of circle with radius r */
double CircleArea(double r) {
    double rsqrd, area;
    rsqrd = r * r;
    area = PI * rsqrd;
    return area;
}
/* Find area of a washer with given inner and outer area */
double WasherArea(double inner, double outer) {
    double innerArea, outerArea, areaOfWasher;
    innerArea = CircleArea(inner);
    outerArea = CircleArea(outer);
    areaOfWasher = outerArea - innerArea;
    return areaOfWasher;
}
```

Full Program, Page 2 of 2

```c
/* read washer info and print area */
int main(void) {
    double inner, outer, area;
    printf("Input inner radius and outer diameter: ");
    scanf("%lf %lf", &inner, &outer);
    area = WasherArea(inner, outer/2.0);
    printf("%f\n", area);
    return 0;
}
```
**Execution**

<table>
<thead>
<tr>
<th>main area</th>
<th>2.0</th>
<th>10.0</th>
<th>63.0</th>
</tr>
</thead>
</table>

Output: 63.0

---

**Functions: Summary**

- Functions may take several parameters, or none.
- Functions may return one value, or none.
- Functions are valuable!
  - A tool for program structuring.
  - Provide abstract services: the caller cares what the functions do, but not how.
  - Make programs easier to write, debug, and understand.

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**Looking Ahead**

There is still more to learn about functions

- We’ll study other methods of parameter passing
- We’ll also look at functions as a fundamental design technique
- Many students report that functions are the first really difficult concept of the course. They have to be mastered. You haven’t seen the last of functions, and you never will!

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**QOTD: Platonic (Function) Love**

Below are descriptions of two functions. Write a (good) function prototype (return type, name, and parameter types/names) for each one.

- A function that takes a number and returns the probability that a random integer between 1 and 10 will be greater than that number.
- A function that calculates the number of square feet of paint required to completely paint the interior of a room

(No need to write the function body! But... feel free to try if you want extra practice.)