

Higher School of Applied Sciences of Tlemcen
1-year computer science course



Functions

Part 1

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Part 1

Overview of Functions

Problem Statement

```
17 string sInput,  
18 int iLength, iN;  
19 double dbTemp;  
20 bool again = true;  
21  
22 while (again) {  
23     iN = -1;  
24     again = false;  
25     getline(cin, sInput);  
26     system("cls");  
27     cout << "Enter a number: ";  
28     while (sInput.length() > 4) {  
29         cout << "Invalid input. Please enter a number between 0 and 9: ";  
30         continue;  
31     }  
32     while (++iN < sInput.length()) {  
33         if (!isdigit(sInput[iN])) {  
34             cout << "Invalid input. Please enter a number between 0 and 9: ";  
35             continue;  
36         }  
37         if (iN == (sInput.length() - 1)) {  
38             dbTemp = stod(sInput);  
39             cout << "The sum of the digits is: " << dbTemp << endl;  
40             again = true;  
41         }  
42     }  
43 }
```

Some programs are:

- Very long and difficult to write and understand.
- Repetitive in code



Functions are used to perform **specific actions**, and they are **reused** multiple times

Definition

A function is a block of code that only **executes when it is called.**

Example

main ()

printf()

scanf()

gets()

getchar()

Functions

Creating a Function

Specify the function name, followed by parentheses `()` and curly braces `{}`.

```
name_function ()  
{  
// The code  
}
```

Function

Return

Without
Return
(procedure)

Return _Type name-fonction ()

void name-fonction ()

```
int myFunction() {  
  int x=3, y=4;  
  return x+y;  
}
```

```
void myFunction() {  
  printf("Hello world!");  
}
```

Function Execution

*Functions will be executed when they are called.

*To call a function, write the function name followed by two parentheses () and a semicolon.

```
void myFunction() {  
    printf("Hello world");  
}
```

```
int main() {  
    myFunction (); // The function call  
    return 0;}  
}
```



Hello world

Function Execution

```
void myFunction() {  
    printf("Hello world");  
}
```

```
int main() {  
    myFunction ();  
    myFunction ();  
    myFunction ();  
    return 0;}  
}
```

```
Hello world  
Hello world  
Hello world
```

Functions Parameters and Arguments

The parameters of a function

Parameters are variables passed to functions

```
ReturnType name_of_Function (parameter1, parameter2, parameter3)
{
    // code
}
```

```
void name_of_Function (parameter1, parameter2, parameter3) {
    // code
}
```

Functions Parameters and Arguments

The arguments of a function

```
void myFunction(char First_name[])  
{  
    printf("Hello %s\n", First_name);  
}
```

```
int main() {  
    myFunction ("Mohamed");  
    myFunction ("Hanan");  
    myFunction ("Yasmin");  
    return 0;}  
}
```

```
Hello Mohamed  
Hello Hanan  
Hello yasmin
```

Functions Parameters and Arguments

Les arguments d'une fonction

```
void myFunction(char First_name [])  
{  
    printf("Hello %s\n", First_name);  
}
```

```
int main() {  
    myFunction ("Mohamed");  
    myFunction ("Hanan");  
    myFunction ("Yasmin");  
    return 0;}
```

Parameter: First_name
Arguments: Mohamed,
Hanan, yasmin

Functions Parameters and Arguments

The multiple parameters of a function

```
void myFunction(char First_name [],int age ) {  
    printf("Hello %s, you have %d \n", First_name ,age);  
}  
  
int main() {  
    myFunction ("Mohamed",35);  
    myFunction ("Hanan",36);  
    myFunction ("Yasmin",13);  
    return 0;}  

```

```
Hello Mohamed you have 35  
Hello Hanan you have 36  
Hello yasmin you have 13
```

Functions Parameters and Arguments

Passing arrays as function parameters

```
void myFunction(int t[5]) {  
    for (int i = 0; i < 5; i++)  
        {printf("%d\n", t[i]);}  
}  
  
int main() {  
    int t [5] = { 10, 20, 30, 40, 50};  
    myFunction (t);  
    return 0;}  

```

10
20
30
40
50

Functions

Return a value

```
int myFunction(int x) {  
    return 5 + x;}  
}
```

```
int main() {  
    printf("Result is: %d", myFunction (3));  
    return 0;  
}
```

Result is: 8

Functions

Return a value

```
int myFunction(int x,int y) {  
    return y+ x;}  
}
```

```
int main() {  
    printf("Result is: %d", myFunction (2,5));  
    return 0;  
}
```

Result is: 7

Functions

Return a value

```
int myFunction(int x,int y) {  
    return y+ x;}  
}
```

```
int main() {  
int r= myFunction(5, 3);  
printf("Result is: %d", r);  
    return 0;  
}
```

Result is: 8

Functions

Function Declaration

```
type nomFunction( parameter 1, parameter 2) ;
```

```
int myFunction(int x , int y) ;
```

Functions

Function Declaration

```
int myFunction(int x,int y) ;
```

```
int myFunction(int x,int y) {  
    return y+ x;}
```

```
int main() {  
int r= myFunction(5, 3);  
printf("Result is: %d", r);  
    return 0;  
}
```

Functions

Function Declaration

```
int myFunction(int x,int y) ;
```

```
int main() {  
int r= myFunction(5, 3);  
printf("Result is: %d", r);  
return 0;  
}  
int myFunction(int x,int y) {  
return y+ x;}  
}
```

Functions

Function Declaration

```
void myFunction() ;
```

```
int main() {  
    myFunction();  
    return 0;  
}
```

```
void myFunction() {  
    printf(" Hello");  
}
```

Functions

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

```
int a,b;
```

```
float d;
```

```
float div(int x, int y);
```

```
float div(int x, int y)
```

```
{  
float z = x/y;  
return z;}
```

```
int main(){
```

```
    scanf(" %d" ,&a);
```

```
    scanf(" %d ",&b);
```

```
    d= div(a,b);
```

```
return 0;}
```

Declaration

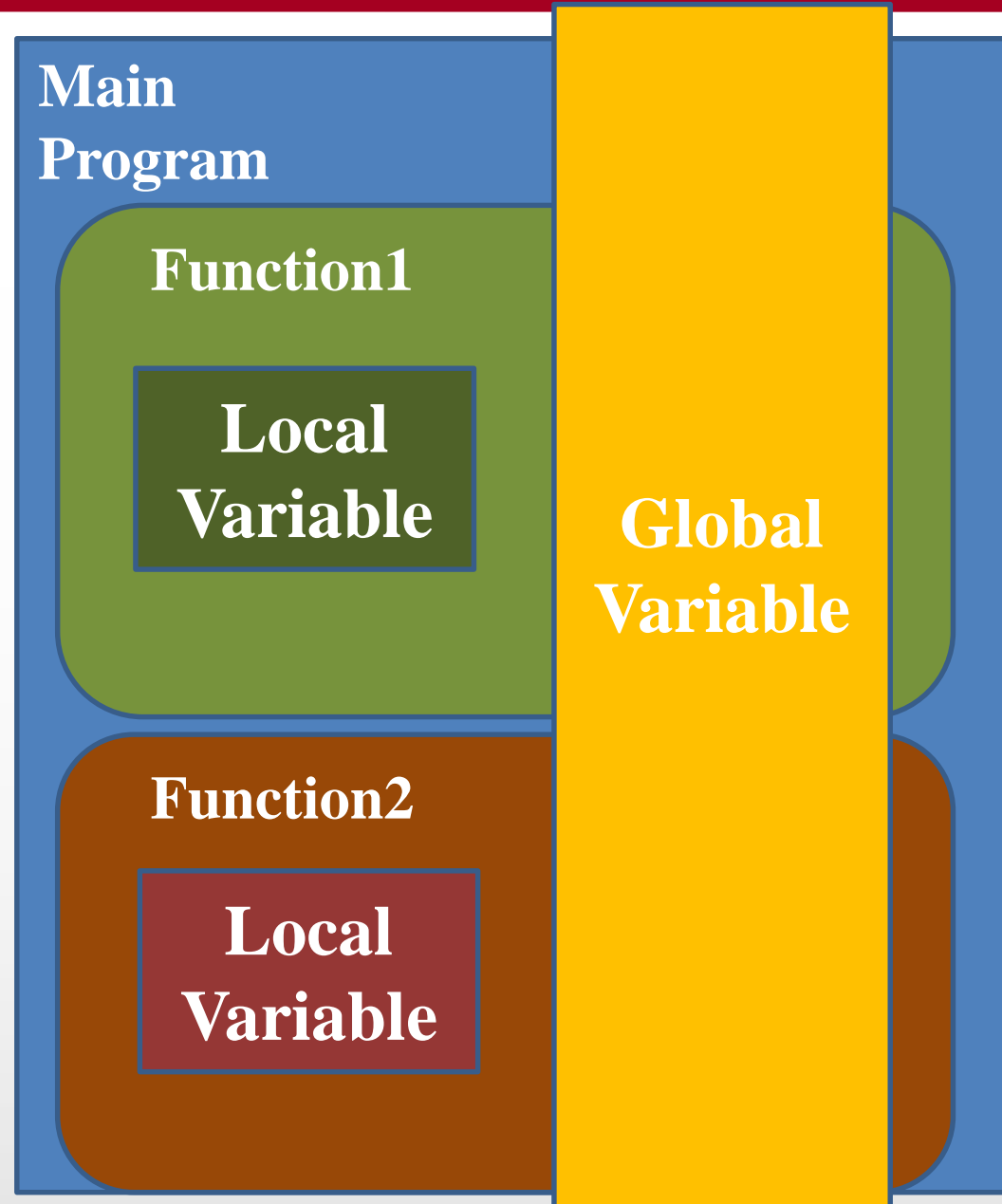
x,y: Parameters

Function Body

Function Call

a,b: Arguments

Global Variable vs. Local Variable



Local Variable

A **local variable** is a variable with local scope:

- Declared inside a function
- Can only be used within that function
- Destroyed at the end of the function's execution

Global Variable

A **global variable** is a variable with global scope:

- Declared outside of functions
- Can be used by any function in the program
- Destroyed at the end of the program's execution

Functions Global Variable vs. Local Variable

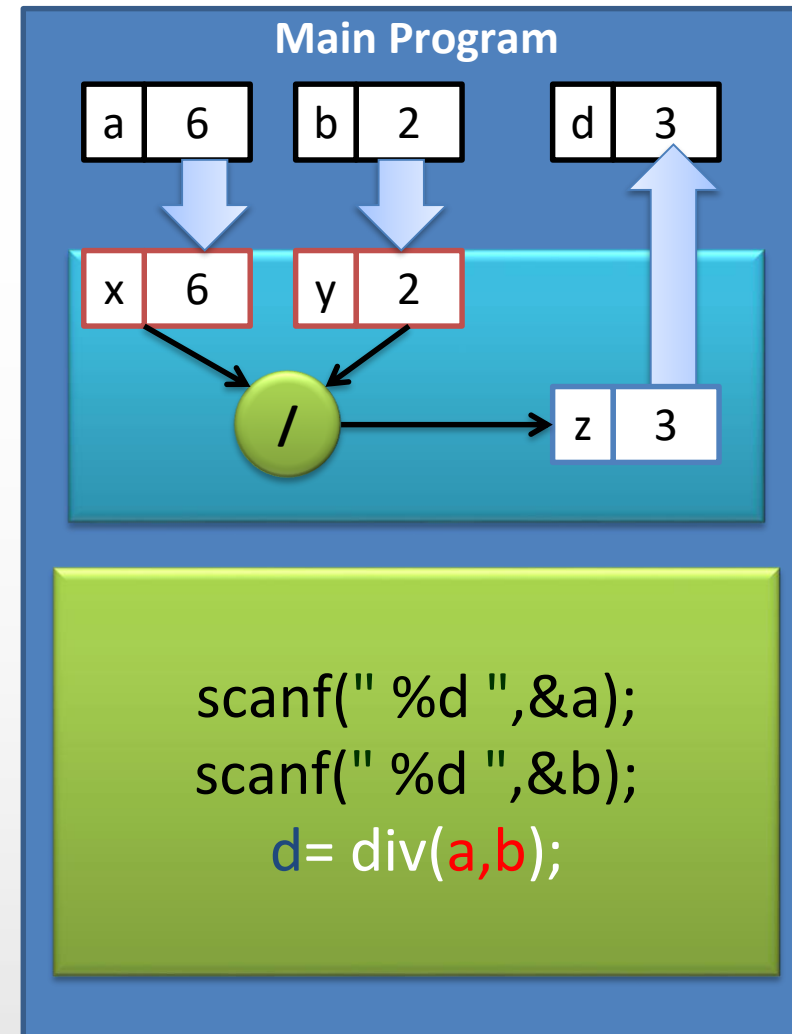
```
#include <stdio.h>
```

```
int a,b; ← Globals  
Variables  
float d;
```

```
float div (int x, int y);
```

```
float div(int x, int y){  
    float z = x/y; ← Locals  
Variables  
    return z;}
```

```
int main(){  
    scanf(" %d ",&a);  
    scanf(" %d ",&b);  
    d= div(a,b);  
    return 0;}
```



Functions

```
#include<stdio.h>
int tab1[50],N1;
int tab2[50],N2;
int k;
void Display_Array (int t[],int N)
{
int i;
for(i=0;i<N;i++){
    printf("%d\n",i+1,t[i]);
}
}
```

```
int main() {
    //Read tab1
    printf("Provide the size of Array 1 \n ");
    scanf("%d",&N1);
    for(k=0;k<N1;k++){
        printf("tab1[%d]: ",k);
        scanf("%d",&tab1[k]);}
    //Read tab2
    printf(" Provide the size of Array 2 \n ");
    scanf("%d",&N2);
    for(k=0;k<N2;k++){
        printf("tab2[%d]: ",k);
        scanf("%d",&tab2[k]);}
    Display_Array(tab1,N1);
    Display_Array(tab2,N2);
    return 0 ;}
```

Functions

Global Variable vs. Local Variable

	Tab1	Tab2	N1	N2	K	T	N	i
Local								
Global								
main								
Display_Array								

	Tab1	Tab2	N1	N2	K	T	N	i
Local						X	X	X
Global	X	X	X	X	X			
main	X	X	X	X	X			
Display_Array	X	X	X	X	X	X	X	X

String

```
#include <string.h>
```

```
int strlen (char s1[]);
```

Return :

- The size of the string

```
char str[] = {'W', 'a', 'y', 'T', 'o', 'L', 'e', 'a', 'r', 'n', 'X', '\0'}
```



```
strlen(str) = 11
```

String

```
int strcmp (char s1[], char s2[]);
```

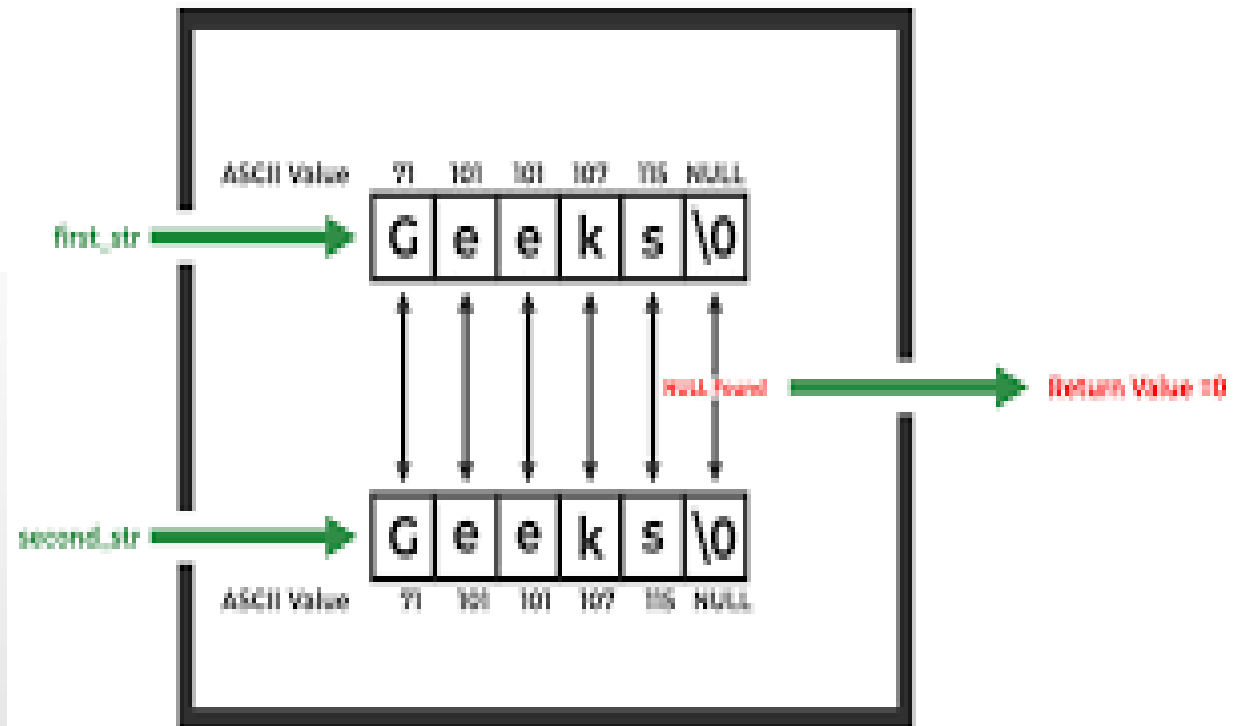
Or

```
int strcmp( char *s1, char *s2);
```

```
strcmp("Geeks", "Geeks");
```

Return :

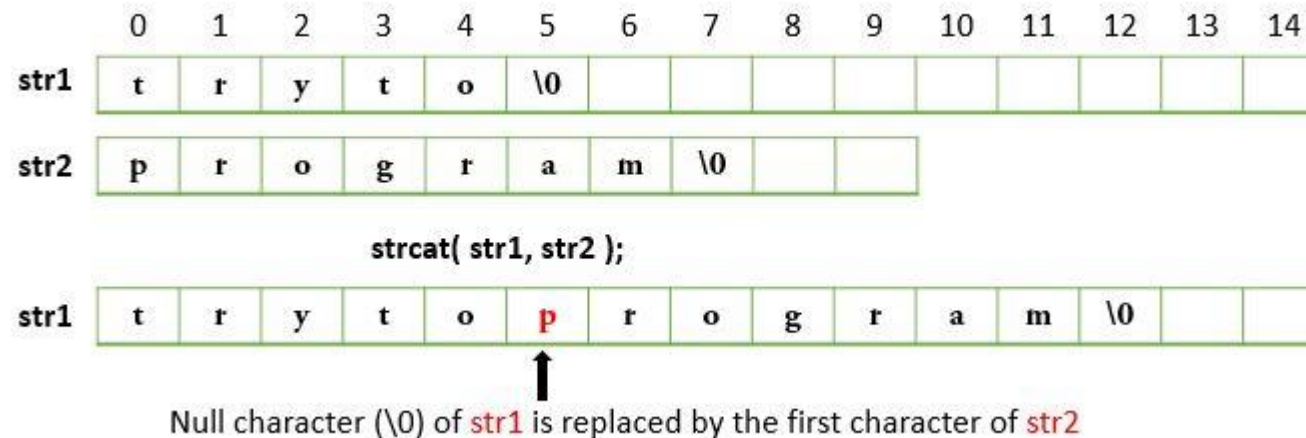
- Value = **0** if s1= s2
- Value **!=0** if s1!= s2



String

strcat (char s1[], char s2[]);

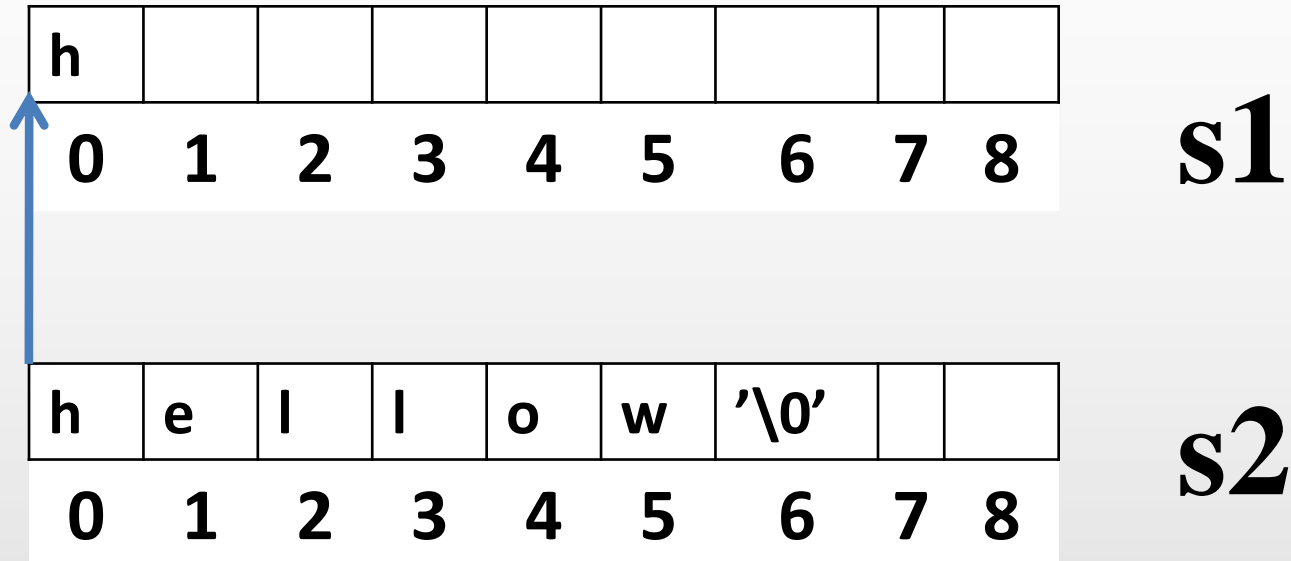
- To append **S2** at the end of **S1**



String

strcpy (char s1[], char s2[]);

➤ Assigns S1 to S2



String

```
#include<stdio.h>
#include<string.h>
int main()
{
    char txt1[20],txt2[20];
    int x;
    int y;
    printf("Provide Text 1");
    gets(txt1);
    printf("Provide Text 2\n");
    gets(txt2);
```

```
x=strlen(txt1);
    printf(« The size of string 1 is %d\n",x);
y=strcmp(txt1, txt2);
if (y==0)
        printf("txt1=txt2");
        else printf("txt1!=txt2");
    return 0 ;}
```

String

```
#include<stdio.h>
#include<string.h>
int main()
{
    char name [20],first_name [20];
    printf("Provide your name \n");
    gets(name);
    printf("Provide your first name\n");
    gets(first_name);
    strcat(name, first_name);
    printf(" Your full name is %s \n",name);
    return 0 ;}
```

Functions

Predefined Functions

Mathematical Functions

```
#include <math.h>
```

```
float sqrt(float x)
```

```
float pow(float x, float y)
```

```
float ceil (float x)
```

```
float floor (float x)
```

Mathematical Functions

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

int main()
{
    printf("%.2f\n",sqrt(64));
    printf("%.2f\n",pow(2,4));
    printf("%.2f\n", ceil(1.4));
    printf("%.2f\n", floor(1.4));
    return 0 ;
}
```

8.00
16.00
2.00
1.00

Exercice 1

Create a function to compute the **factorial** of a number. This function takes the number as an input parameter and returns its factorial.

Exercice 2

Create a function to compute the sum of elements in an integer array. This function accepts the array as an input parameter and returns the sum.

Exercise 3

Create a function to concatenate two strings. This function takes both strings as input parameters and displays the concatenated string.