Function Definitions

- **Function definition pattern:**
  ```
  datatype identifier (parameter1, parameter2, ...) {
  statements . . .
  }
  ```

  Where a parameter is:
  ```
  datatype identifier
  ```

- **datatype**: the type of data returned by the function.
- **identifier**: the name by which it is possible to call the function.
- **parameters**: Like a regular variable declaration, act within the function as a regular local variable. Allow passing arguments to the function when it is called.
- **statements**: the function's body, executed when called.

Function Call, Return Statement

- **Function call expression**
  ```
  identifier ( expression1, . . . )
  ```

  - Causes control flow to enter body of function named identifier.
  - parameter1 is initialized to the value of expression1, and so on for each parameter
  - expression1 is called an **argument**.

- **Return statement**: `return expression;`
  - inside a function, causes function to stop, return control to caller.
  - The value of the return expression becomes the value of the function call

Example: Function

```c++
// function example
#include <iostream>
using namespace std;
int addition (int a, int b) {
  int result;
  result=a+b;
  return result;
}
int main () {
  int z;
  z = addition (5,3);
  cout << "The result is " << z << endl;
}
```

- What are the parameters? arguments?
- What is the value of: `addition (5,3)`?
- What is the output?
Void function

- A function that returns no value:

```cpp
void printAddition (int a, int b) {
  int result;
  result=a+b;
  cout << "the answer is: " << result << endl;
}
```

- use void as the return type.
- the function call is now a statement (it does not have a value)

```cpp
int main () {
  printAddition (5,3);
}
```

Prototypes

- In a program, function definitions must occur before any calls to that function
- To override this requirement, place a prototype of the function before the call.
- The pattern for a prototype:

```cpp
datatype identifier (type1, type2, ...);
```

- the function header without the body (parameter names are optional).

Arguments passed by value

- **Pass by value:** when an argument is passed to a function, its value is copied into the parameter.
- It is implemented using variable initialization (behind the scenes):

```cpp
int main() {
  int param = argument;
}
```

- Changes to the parameter in the function body do not affect the value of the argument in the call
- The parameter and the argument are stored in separate variables; separate locations in memory.

Example: Pass by Value

```
#include <iostream>
using namespace std;

void changeMe(int);

int main() {
  int number = 12;
  cout << "number is " << number << endl;
  changeMe(number);
  cout << "Back in main, number is " << number << endl;
  return 0;
}

void changeMe(int myValue) {
  myValue = 200;
  cout << "myValue is " << myValue << endl;
}
```

Output:

```
number is 12
myValue is 200
Back in main, number is 12
```

changeMe failed to change the argument!
Parameter passing by Reference

- **Pass by reference**: when an argument is passed to a function, the function has direct access to the original argument (no copying).
- Pass by reference in C++ is implemented using a reference parameter, which has an ampersand (&) in front of it:
  ```cpp
define changeMe (int &myValue);
```  
- A reference parameter acts as an alias to its argument, it is NOT a separate storage location.
- Changes to the parameter in the function **DO** affect the value of the argument.

Example: Pass by Reference

```cpp
#include <iostream>
using namespace std;

void changeMe (int &);

int main() {
    int number = 12;
    cout << "number is " << number << endl;
    changeMe(number);
    cout << "Back in main, number is " << number << endl;
    return 0;
}

typeint changeMe (int &myValue) {
    myValue = 200;
    cout << "myValue is " << myValue << endl;
}
```

Output:
```
number is 12
myValue is 200
Back in main, number is 200
```

Scope of variables

- For a given variable definition, in which part of the program can it be accessed?
  - **Global variable** (defined outside of all functions): can be accessed anywhere, after its definition.
  - **Local variable** (defined inside of a function): can be accessed inside the block in which it is defined, after its definition.
  - **Parameter**: can be accessed anywhere inside of its function body.
- Variables are destroyed at the end of their scope.

More scope rules

- Variables in the same exact scope cannot have the same name
  - Parameters and local function variables cannot have the same name
  - Variable defined in inner block can hide a variable with the same name in an outer block.

```cpp
int x = 10;
if (x < 100) {
    int x = 30;
    cout << x << endl;
}
cout << x << endl;
```

Output:
```
30
10
```
Arrays

- An **array** is:
  - A series of elements of the same type
  - placed in contiguous memory locations
  - that can be individually referenced by using an index along with the array name.
- To declare an array:
  - `datatype identifier [size];`
  - `datatype` is the type of the elements
  - `identifier` is the name of the array
  - `size` is the number of elements (constant)

```
int numbers[5];
```

Array initialization

- To specify contents of the array in the definition:
  - `float scores[3] = {86.5, 92.1, 77.5};`
  - creates an array of size 3 containing the specified values.
  - `float scores[10] = {86.5, 92.1, 77.5};`
  - creates an array containing the specified values followed by 7 zeros (partial initialization).
  - `float scores[] = {86.5, 92.1, 77.5};`
  - creates an array of size 3 containing the specified values (size is determined from list).

Array access

- To access the value of any of the elements of the array individually, as if it was a normal variable:
  - `scores[2] = 89.5;`
  - `scores[2]` is a variable of type float
- rules about subscripts (aka indexes):
  - they always start at 0, last subscript is size-1
  - the subscript must have type int
  - they can be any expression
- watchout: brackets used both to declare the array and to access elements.

Working with arrays and array elements

- An array element:
  - can be used exactly like any variable of the element type.
  - you can assign values to it, use it in arithmetic expressions, pass it as an argument to a function.
- Generally there are NO C++ operations you can perform over entire arrays.
  - you cannot assign one array to another
  - you cannot input into an array
  - you cannot compare one array to another
Example: Processing arrays

Computing the average of an array of scores:

```cpp
const int NUM_SCORES = 8;
int scores[NUM_SCORES];
cout << "Enter the " << NUM_SCORES << " programming assignment scores: " << endl;
for (int i=0; i < NUM_SCORES; i++) {
    cin >> scores[i];
}
int total = 0; //initialize accumulator
for (int i=0; i < NUM_SCORES; i++) {
    total = total + scores[i];
}
double average = static_cast<double>(total) / NUM_SCORES;
```

Arrays as parameters

- In the function definition, the parameter type is a variable name with an empty set of brackets: [ ]
  - Do NOT give a size for the array inside [ ]
  ```cpp
  void showArray(int values[], int size)
  ```
- In the prototype, empty brackets go after the element datatype.
  ```cpp
  void showArray(int[], int)
  ```
- In the function call, use the variable name for the array.
  ```cpp
  showArray(numbers, 5)
  ```
- An array is **always passed by reference**.

Example: Partially filled arrays

```cpp
int sumList (int list[], int size) {//sums elements in list array
    int total = 0;
    for (int i=0; i < size; i++) {
        total = total + list[i];
    }
    return total;
}
int main() {
    int scores[CAPACITY];
    int count = 0; //tracks number of elems in array
    cout << "Enter the programming assignment scores:" << endl;
    cout << "Enter -1 when finished" << endl;
    int score;
    cin >> score;
    while (score != -1 && count < CAPACITY) {
        scores[count] = score;
        count++;
        cin >> score;
    }
    int sum = sumList(scores,count);
}
```

The string class

- **string literals**: represent sequences of chars:
  ```cpp
cout << "Hello";
```
- To define string variables:
  ```cpp
  string firstName, lastName;
  string name = "George";
  ```
- Operations include:
  - `==` for assignment
  - `.size()` member function for length
  - `==, <, ...` relational operators (alphabetical order)
  - `[n]` to access one character
Structures

- A structure stores a collection of objects of various types.
- Each element in the structure is a member, and is accessed using the dot member operator.

```cpp
struct Student {
    int idNumber;
    string name;
    int age;
    string major;
};
```

```
Student student1, student2;
student1.name = "John Smith";
Student student3 = {123456,"Ann Page",22,"Math"};
```

Structures: operations

- Valid operations over entire structs:
  - assignment: `student1 = student2;`
  - function call: `myFunc(gradStudent,x);`

- Invalid operations over structs:
  - comparison: `student1 == student2`
  - output: `cout << student1;`
  - input: `cin >> student2;`
  - Must do these member by member

Arrays of Structures

- You can store values of structure types in arrays.
- Each student is accessible via the subscript notation.
  ```cpp
  roster[0] = student1;
  ```
- Members of structure accessible via dot notation
  ```cpp
  cout << roster[0].name << endl;
  ```

Overloaded Functions

- Overloaded functions have the same name but different parameter lists.
- The parameter lists of each overloaded function must have different types and/or number of parameters.
- Compiler will determine which version of the function to call by matching arguments to parameter lists.
**Example: Overloaded functions**

```cpp
double calcWeeklyPay (int hours, double payRate) {
    return hours * payRate;
}
double calcWeeklyPay (double annSalary) {
    return annSalary / 52;
}
```

```cpp
int main () {
    int h;
    double r;
    cout << "Enter hours worked and pay rate: ";
    cin >> h >> r;
    cout << "Pay is: " << calcWeeklyPay(h,r) << endl;
    cout << "Enter annual salary: ";
    cin >> r;
    cout << "Pay is: " << calcWeeklyPay(r) << endl;
    return 0;
}
```

**Output:**

Enter hours worked and pay rate: 37 19.5
Pay is: 721.5
Enter annual salary: 75000
Pay is: 1442.31

---

**Default Arguments**

- A default argument for a parameter is a value assigned to the parameter when an argument is not provided for it in the function call.

- The default argument patterns:
  - in the prototype:
    ```cpp
    datatype identifier (type1 = c1, type2 = c2, ...);
    ```
  - OR in the function header:
    ```cpp
    datatype identifier (type1 p1 = c1, type2 p2 = c2, ...) {
    ...
    }
    ```

- `c1`, `c2` are constants (named or literals)

---

**Example: Default Arguments**

```cpp
void showArea (double length = 20.0, double width = 10.0) {
    double area = length * width;
    cout << "The area is " << area << endl;
}
```

- This function can be called as follows:

  ```cpp
  showArea();  ==> uses 20.0 and 10.0
  The area is 200
  ```

  ```cpp
  showArea(5.5,2.0);  ==> uses 5.5 and 2.0
  The area is 11
  ```

  ```cpp
  showArea(12.0);  ==> uses 12.0 and 10.0
  The area is 120
  ```

---

**Default Arguments: rules**

- When an argument is left out of a function call, all arguments that come after it must be left out as well.

  ```cpp
  showArea(5.5);  // uses 5.5 and 10.0
  showArea( ,7.1);  // NO, won’t work, invalid syntax
  ```

- If not all parameters to a function have default values, the parameters with defaults must come last:

  ```cpp
  int showArea (double = 20.0, double);  //NO
  int showArea (double, double = 20.0);  //OK
  ```