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

```cpp
// 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, ...);
```

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 param = argument;
  ```
  ```cpp```
- 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

```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;
}

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

Output:
```
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:
  ```
  void 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

```
#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 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.

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

Output:
```
30
10
```

- Variables defined in one function cannot be seen from another.
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 is the type of the elements
  - identifier is the name of the array
  - size is the number of elements (constant)

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

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 (like scores[2]):
  - 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:

```
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 [ ]
  ```
  void showArray(int values[], int size)
  ```
- In the prototype, empty brackets go after the element datatype.
  ```
  void showArray(int[], int)
  ```
- In the function call, use the variable name for the array.
  ```
  showArray(numbers, 5)
  ```
- An array is always passed by reference.

Example: Partially filled arrays

```java
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;
}
const int CAPACITY = 100;
int main() {
  int scores[CAPACITY]; //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);
}
```

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.

```java
struct Student {
  int idNumber;
  string name;
  int age;
  string major;
};
Student student1, student2; //Defines new variables
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.
  
  `Student roster[40]; //holds 40 Student structs`

- Each student is accessible via the subscript notation.
  
  `roster[0] = student1;`

- Members of structure accessible via dot notation
  
  `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
data type identifier (type1 = c1, type2 = c2, ...);
```
  - OR in the function header:
    ```cpp
data type 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:
  
  ```
  showArea();  ==> uses 20.0 and 10.0
  The area is 200
  
  showArea(5.5,2.0);  ==> uses 5.5 and 2.0
  The area is 11
  
  showArea(12.0);  ==> uses 12.0 and 10.0
  The area is 120
  ```