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, ...);
```
- 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 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

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

```cpp
int myValue = number;
```

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
  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

```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:
```
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;
}
cout << x << endl;
```

Output: 30

- Variables defined in one function cannot be seen from another.
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;
}
```

```
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;
}
```

```
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
```
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)

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.

Arrays: operations

• Valid operations over entire arrays:
  - function call: myFunc(scores, x);

• Invalid operations over entire arrays:
  - assignment: array1 = array2;
  - comparison: array1 == array2
  - output: cout << array1;
  - input: cin >> array2;
  - Must do these element by element, probably using a for loop
Processing arrays

• Assignment: copy one array to another

```c
const int SIZE = 4;
int oldValues[SIZE] = {10, 100, 200, 300};
int newValues[SIZE];
for (int count = 0; count < SIZE; count++)
    newValues[count] = oldValues[count];
```

• Output: displaying the contents of an array

```c
const int SIZE = 5;
int numbers[SIZE] = {10, 20, 30, 40, 50};
for (int count = 0; count < SIZE; count++)
    cout << numbers[count] << endl;
```

Finding highest and lowest values in arrays

• Maximum: Need to track the highest value seen so far. Start with highest = first element.

```c
const int SIZE = 5;
int array[SIZE] = {10, 100, 200, 30};
int highest = array[0];
for (int count = 1; count < SIZE; count++)
    if (array[count] > highest)
        highest = array[count];
cout << “The maximum value is “ << highest << endl;
```

Example: Processing arrays

Computing the average of an array of scores:

```c
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 []
    ```c
    void showArray(int values[], int size)
    ```
  
• In the prototype, empty brackets go after the element datatype.
    ```c
    void showArray(int[], int)
    ```

• In the function call, use the variable name for the array.
  ```c
  showArray(numbers, 5)
  ```

• An array is always passed by reference.
Two-Dimensional Arrays

- Like a table in a spreadsheet: rows and columns
- Declaration requires two size declarators:
  ```
  int table [5][3]; // 5 rows, 3 columns
  ```
- Rows are always first
- 2D arrays can be initialized:
  ```
  int table [2][3] =
  { {1, 2, 3},
    {4, 5, 6} };      
  ```

Two-Dimensional Array processing

- Access an element of the array using two indices:
  ```
  int table [2][3] =
  { {1, 2, 3},
    {4, 5, 6} };  
  cout << table[0][2]; 
  Output: 3
  ```
- Two dimensional arrays can be passed to functions.
- The number of columns is required in the parameter declaration:
  ```
  void showTable (int array[][3], int rows) {
    ...
  }
  ```

Two-Dimensional Array functions

- 2D array processing usually requires nested for loops:
  ```
  void showTable (int array[][3], int rows) {
    for (int x=0; x<rows; x++) {
      for (int y=0; y<3; y++)
        cout << setw(4) << array[x][y] << " ";
      cout << endl;
    }
  }
  ```
- How showTable is called:
  ```
  int table [2][3] =
  { {1, 2, 3},
    {4, 5, 6} };  
  showTable(table,2);
  ```

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.
  ```
  struct Student {
    int idNumber;
    string name;
    int age;
    string major;
  };  
  ```
- Defines a new data type
- Defines new variables
  ```
  Student student1, student2;
  student1.name = "John Smith";
  Student student3 = {123456,"Ann Page",22,"Math"};
  ```
Structures: operations

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

- **Invalid** operations over structs:
  - comparison: \( \text{student1} == \text{student2} \)
  - output: \( \text{cout} << \text{student1}; \)
  - input: \( \text{cin} >> \text{student2}; \)
  - Must do these member by member

Arrays of Structures

- You can store values of structure types in arrays.
  
  \[ \text{Student roster[40];} \quad \text{//holds 40 Student structs} \]

- Each student is accessible via the subscript notation.
  
  \[ \text{roster[0]} = \text{student1}; \]

- Members of structure accessible via dot notation
  
  \[ \text{cout} << \text{roster[0].name} << \text{endl}; \]

Arrays of Structures: initialization

- To initialize an array of structs:

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

int main()
{
    Student roster[] = {
        {123456, "Ann Page", 22, "Math"},
        {111222, "Jack Spade", 18, "Physics"}
    };
}
```

Arrays of Structures

- Arrays of structures processed in loops:

```
Student roster[40];

//input
for (int i=0; i<40; i++) {
    cout << "Enter the name, age, idNumber and " << "major of the next student: \n";
    cin >> roster[i].name >> roster[i].age >> roster[i].idNumber >> roster[i].major;
}

//output all the id numbers and names
for (int i=0; i<40; i++) {
    cout << roster[i].idNumber << endl;
    cout << roster[i].name << endl;
}
```