

# **CS 161**

## **Intro to CS I**

### Functions



## Odds and Ends

- Assignment 3 code due Sunday.
- Study sessions: WITH 109, M/T 5-6:30
- Exam I next Wednesday, 2/6/2019

in class, same location, 50 min.

• Proficiency Demo Practice - lab 5  
5 pts

# Decomposition

C++ objects - 162  
functions - 161



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- Divide Problem (task) Into Subtasks
  - Procedural Decomposition
  - Examples: cooking, cleaning, etc.
- Incremental Programming
  - Iterative Enhancement (Stepwise Refinement)
- Examples: Replicating Code

# Functions

- What is a function?
  - Block of code to perform action/subroutine
- When have we seen functions already?
  - Predefined
- What is the purpose?
  - Reduce
  - Reuse
  - Readability

3 R S



# Predefined Functions

- sqrt()
- pow()
- abs()
- rand()
- srand()
- What is the difference b/w srand() and others?

Give info

value returning functions

use the info!

void functions

What is its difference?  
no info given



# Procedural Decomposition

- Functions

*return type*  
*void*  
- int main() { }

- User defined

void draw\_box() { }

- Function Call

- draw\_box();

no type

invoke the function

# Procedural Decomposition

*general*



```
#include <iostream>
using std::cout;
int main() {
    cout << "+-----+\n";
    cout << "|      |\n";
    cout << "+-----+\n";
    cout << "+-----+\n";
    cout << "|      |\n";
    cout << "+-----+\n";
    return 0;
}
```

*loop*

```
#include <iostream>
using std::cout;
void draw_box(); // Declare function
int main() {
    draw_box(); // Use function
    draw_box();
    return 0;
}
void draw_box() { // Define function
    cout << "+-----+\n";
    cout << "|      |\n";
    cout << "+-----+\n";
}
```

*declaration  
prototype*

*type name*

# Functions Calling Other Functions



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```
#include <iostream>
void draw_box();
void draw_top_bottom();
void draw_sides();
int main() {
    draw_box();
    return 0;
}
void draw_box() {
    draw_top_bottom();
    draw_sides();
    draw_top_bottom();
}
void draw_top_bottom() {
    std::cout << "+-----+\n";
}
void draw_sides() {
    std::cout << "|       |\n";
}
```

general is  
more abstract



# Generalization



- Does a function make a task more specific or more general?
  - Justification
  - Examples

# void Functions

- Doesn't return a value
- Still has arguments/parameters



# Scope (Visibility)

- Part of program in which a declaration is valid
- Local variable
  - Declared inside a function only accessible inside function
- Localizing variables
  - Declaring variable in innermost scope

# Illegal access outside loops



```
for(x = 0; x < 10; x++) {  
    int y = 10;  
    cout << "The value of x * y is: " << x*y << endl;  
}  
cout << "The value of y is: " << y << endl; /*y outside scope*/
```

- How do we fix this?
- What about if/else blocks?

# Illegal access in functions



```
int main () {  
    int x=2, y=3;  
    compute_sum();  
    sum = x+y; //error: sum hasn't been declared  
    return 0;  
}  
void compute_sum() {  
    int sum = x+y; //error: x and y outside scope  
}
```

# Arguments/Parameters Demo



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- How could you make an `is_positive_int()` function?
- How could you make an `is_positive_float()` function?
- Does it make sense to have it void?

Demo...

```
4. ENGR
Re-attach Fullscreen Stay on top Duplicate Close
7 //check if positive int and exit if not
8 //this is a void function because it does not return any information
9 //back to where the fuction was called
10 void is_positive_int() {
11     string s; //create a local s because we can't access s outside function
12     cout << "enter an integer : " << endl;
13     getline(cin,s);
14
15     for(int i=0; i<s.size(); i++) {
16         if(!(s.at(i) >= '0' && s.at(i) <='9')) {
17             cout << "error!" << endl;
18             //break;
19             exit(0); //leave the whole program
20         }
21     }
22 }
23
24 int main() {
25     int i;
26     float f;
27     bool error;
28
29     do {
30         error=false;
31         is_positive_int(); //function call, it has no type in front!
32     }while(error);
33
34     //i=atoi(s.c_str()); //we can't access s outside is_positive_int
35     cout << i << endl;
36
37     cout << "enter a float: " << endl;
38     cin >> f;
39
40     return 0;
41 }
-- INSERT -- 41,2 Bot
```

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Demo...

```
4. ENGR
Re-attach Fullscreen Stay on top Duplicate Close
7 //check if positive int and exit if not
8 //this is a void function because it does not return any information
9 //back to where the fuction was called
10 void is_positive_int() {
11     string s; //create a local s because we can't access s outside function
12     cout << "enter an integer : " << endl;
13     getline(cin,s);
14
15     for(int i=0; i<s.size(); i++) {
16         if(!(s.at(i) >= '0' && s.at(i) <='9')) {
17             cout << "error!" << endl;
18             //break;
19             exit(0); //leave the whole program
20         }
21     }
22 }
23
24 int main() {
25     int i;
26     float f;
27     bool error;
28
29     do {
30         error=false;
31         is_positive_int(); //function call, it has no type in front!
32     }while(error);
33
34     //i=atoi(s.c_str()); //we can't access s outside is_positive_int
35     cout << i << endl;
36
37     cout << "enter a float: " << endl;
38     cin >> f;
39
40     return 0;
41 }
-- INSERT -- 41,2 Bot
```

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# Global Variables Do NOT use them!!!

```
4. ENGR
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7 //check if positive int and exit if not
8 //this is a void function because it does not return any information
9 //back to where the fuction was called
10 void is_positive_int(string s) {
11     for(int i=0; i<s.size(); i++) {
12         if(!(s.at(i) >= '0' && s.at(i) <='9')) {
13             cout << "error!" << endl;
14             //break;
15             exit(0); //leave the whole program
16         }
17     }
18 }
19
20 int main() {
21     int i;
22     float f;
23     bool error;
24     string s; //we want to localize s here so that we can change to int
25     cout << "enter an integer : " << endl;
26     getline(cin,s);
27
28     do {
29         error=false;
30         is_positive_int(s); //function call, it has no type in front!
31     }while(error);
32
33     i=atoi(s.c_str()); //we can change s to int if it doesn't exit
34     cout << i << endl;
35
36     cout << "enter a float: " << endl;
37     cin >> f;
38
39     return 0;
40 }
-- INSERT --
36,1 Bot
```