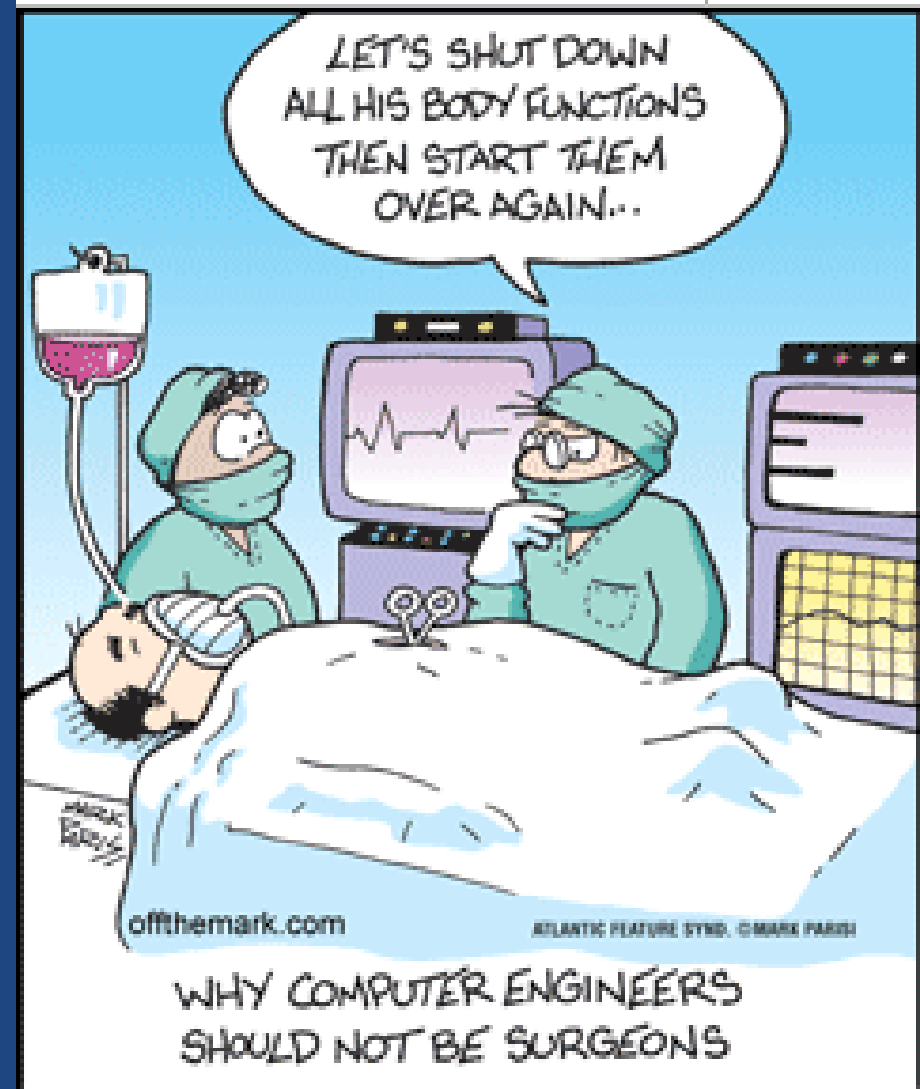


Notes #6.1
Functions
Part 1
Chapter 9

CMPT 130
© Dr. B. Fraser

off the mark.com by Mark Parisi



© Mark Parisi, Permission required for use.

Topics

- 1) How can we break up a program into **smaller sections**?
- 2) How can we **pass information** to and from functions?
- 3) How long do **variables exist for**?
(next week)

Functions

Functions

- Functions:
 - Each function should perform...
 - Also called methods, or procedures.
 - Ex:
 - calculate a value, display the menu.
 - Allows for the **divide and conquer approach**:
 - **Divide**: split the big problem down into multiple smaller problems.
 - **Conquer**...

Function definition

```
// A simple C++ program.  
#include <iostream>  
using namespace std;  
void displayMsg()  
{  
    cout << "Hello world\n";  
}  
  
int main()  
{  
    displayMsg();  
    return 0;  
}
```

The type of value/information the function returns.

displayMsg.

List of variables to hold values passed into the function.

Statements to carry out the task of the function.

Must have () on call or..

Function definition

- A function (like a variable) must be..
 - For the moment, put the definition of a function earlier (above) in the file than any calls to the function; otherwise will not compile.
- **Function Return Type:**
 - a specific type (such as `int` or `bool` or `char`); or
 -

Review

- What is the difference between **defining a function** and **calling a function**?
- Write a function to display "I code therefore I am."

Getting data
in and out
of a function.

Function Parameters

Function call (use):

```
int main()  
{  
    displayNTimes("hi", 5);  
    return 0;  
}
```

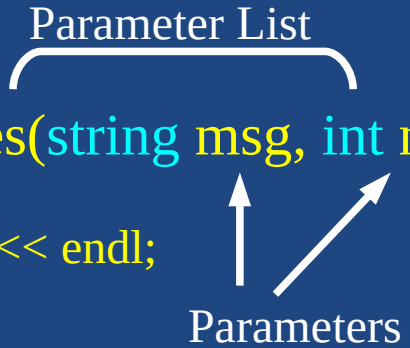
Arguments



Function definition:

```
void displayNTimes(string msg, int n) {  
    while (n > 0) {  
        cout << msg << endl;  
        n--;  
    }  
}
```

Parameter List



- **Arguments:** ..
- **Parameter List:** ..
 - Inside the (...) of the **function header**.
 - May be empty if no parameters required.
- **Parameters:** ..
 - These are variables inside the method.

Returning a value

- The return statements does 2 things:
 - Causes the current function to exit, returning control to the calling function.

```
–  
/*  
    Return the number of points the user scored based  
    on the number of zombies killed.  
    Returns 0 if number killed is less than 0.  
*/  
int calcScore(int numZombies)  
{  
    if (numZombies < 0) {  
        return 0;  
    }  
    return numZombies * POINTS_PER_ZOMBIE;  
}
```

Returning a value vs Printing a value

- When a function calculates a value, it usually..
- **Analogy:**
 - You are voting in a referendum on a mail-in ballot, mailed to you by Elections Canada.
 - Do you say your vote aloud, or return your ballot to Elections Canada?

```
//...  
int getVote()  
{  
    return 1;  
}
```

```
//...  
void getVote()  
{  
    cout << 1 << endl;  
}
```

Review

- Write a function:
 - named `add()`
 - which accepts 2 `int` parameters; and
 - returns the sum of the two parameters as an `int`