

Lab 4: Functions

Goals

Understand how to build simple C language functions

Background

Functions

- Functions provide a mechanism for partitioning a large, complex program into a collection of small, easily understood components.
- Each function should be designed to solve ONE aspect of the problem at hand.

Function definitions

A C function is comprised of 4 components. The first three are collectively referred to as the *function header*.

- the type of value returned by the function
- the name of the function
- parenthesized declaration of function parameters (values passed to the function by its caller).
- a basic block containing local variable declarations and executable code

```
int sum(  
int a, /* Values to be added... */  
int b) /* these are provided by my caller */  
{  
    int total;  
  
    total = a + b;  
    return(total);  
}
```

If a function is to return a value it must be EXPLICITLY returned in this way -- forgetting to return the result is a common error.

A C function is called or invoked by just using its name anywhere a variable or constant might be used in an expression:

```
int main()
{
    int num = 0;

    num = sum(4, 5);
    num = num + sum(num, 6);
}
```

Actual arguments passed to the function may be constants or variables. Parameter names used within the function correspond *positionally* to the actual arguments!

When an expression is evaluated, the value returned by the function replaces its invocation in the expression. So here, the first call to `sum()` will return a 9 and 9 will be assigned to `num`. Then the second call will return a 15 and so the final value of `num` will be 15.

NOTES:

- Local variable name spaces of different functions are **completely disjoint**. I can declare a local variable called `total` in `main()` and it will be **completely independent of the total in `sum`**.
- The correspondence between the formal parameters (`a`, and `b`) in `sum()` with the actual arguments (4, and 5) in `main()` is positional. When this program runs, if we were to include

```
fprintf(stdout, "%d %d\n", a,b);
```

 in `sum()`, we would see `a` holds the value 4 and `b` holds 5 during the first call and `a` holds the value 9 and `b` holds the value 6 during the second call.
- Therefore, the number and types of the actual arguments used when invoking a function should **exactly match** the formal parameters of the function definition.

Function prototypes:

A function prototype is the first element of the function definition followed by a semi-colon.

```
int sum(int a, int b);
```

If the actual function definition comes after the function from which it is called or appears in a different .c source file, then a prototype is required to ensure that the actual arguments passed to the function match the formal parameters in the function header/prototype. If the function definition precedes its invocation, then the proper information can be picked up from the function itself. Nevertheless, including a prototype is never an error.

Assignment:

CodeLab:

In section Original->Functions->Invocation->Scalar_Variables, do exercises 10142 *through* 10145 and in section Original->Functions->Definition->Scalar_Parameters, do exercises 10155 *through* 10160.

Non CodeLab:

The www.cs.clemson.edu/~westall/101/labs contains a program called *lab4.c*. Complete the bodies of the three missing functions. You may assume that the input character will always be a legitimate lower case or upper case alphabetic character. You may avoid having to do bit operations by adding or subtracting the expression ('a' - 'A') as required.

Turn In Work

Show your TA that you completed the assignment. Then turn in your *lab4.c* program using the command:

```
sendlab.101.section_number 4 lab4.c
```