

Lecture 6: Calling Functions

Dr. Mohammed Hawa
Electrical Engineering Department
University of Jordan

EE529: Simulating Communication Networks.

Functions

- To write practical large programs (that solve real-world problems), we divide the problem into smaller parts (*functions* or *subroutines*)
 - Predefined functions (called *library*): Both C and C++ standards provide their own
 - User-defined functions
- You need to know how to define a function, call a function, pass parameters to the function, and return results from the function.



Part of C Library

Function	Header File	Purpose	Parameter(s) Type	Result
abs (x)	<cmath>	Returns the absolute value of its argument: <code>abs (-7) = 7</code>	int (double)	int (double)
ceil (x)	<cmath>	Returns the smallest whole number that is not less than x: <code>ceil (56.34) = 57.0</code>	double	double
cos (x)	<cmath>	Returns the cosine of angle: x: <code>cos (0.0) = 1.0</code>	double (radians)	double
exp (x)	<cmath>	Returns e^x , where $e = 2.718$: <code>exp (1.0) = 2.71828</code>	double	double
fabs (x)	<cmath>	Returns the absolute value of its argument: <code>fabs (-5.67) = 5.67</code>	double	double

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Function	Header File	Purpose	Parameter(s) Type	Result
floor (x)	<cmath>	Returns the largest whole number that is not greater than x: <code>floor (45.67) = 45.00</code>	double	double
islower (x)	<cctype>	Returns true if x is a lowercase letter; otherwise, it returns false ; <code>islower ('h')</code> is true	int	int
isupper (x)	<cctype>	Returns true if x is an uppercase letter; otherwise, it returns false ; <code>isupper ('K')</code> is true	int	int
pow (x, y)	<cmath>	Returns x^y ; if x is negative, y must be a whole number: <code>pow (0.16, 0.5) = 0.4</code>	double	double
sqrt (x)	<cmath>	Returns the nonnegative square root of x; x must be nonnegative: <code>sqrt (4.0) = 2.0</code>	double	double
tolower (x)	<cctype>	Returns the lowercase value of x if x is uppercase; otherwise, it returns x	int	int
toupper (x)	<cctype>	Returns the uppercase value of x if x is lowercase; otherwise, it returns x	int	int

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C Library (more) C++ Library is as big

Function	Effect
<code>strcpy(s1, s2)</code>	Copies the string <code>s2</code> into the string variable <code>s1</code> The length of <code>s1</code> should be at least as large as <code>s2</code>
<code>strcmp(s1, s2)</code>	Returns a value < 0 if <code>s1</code> is less than <code>s2</code> Returns 0 if <code>s1</code> and <code>s2</code> are the same Returns a value > 0 if <code>s1</code> is greater than <code>s2</code>
<code>strlen(s)</code>	Returns the length of the string <code>s</code> , excluding the null character

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http://www.cplusplus.com/

The screenshot shows the homepage of www.cplusplus.com/. The main navigation menu includes: Home, Information, Tutorial, Reference, Forum, and C++ Search. The 'Reference' section is expanded to show a list of C library headers:

- `<assert.h>` C Diagnostic Library (header)
- `<ctype.h>` Character handling functions (header)
- `<errno.h>` C Errors (header)
- `<float.h>` Characteristics of floating-point types (header)
- `<iso646.h>` ISO 646 Alternative operator spellings (header)
- `<limits.h>` Sizes of integral types (header)
- `<locale.h>` C Localization library (header)
- `<math.h>` C Numerics library (header)
- `<setjmp.h>` Non local jumps (header)
- `<signal.h>` C Library to handle signals (header)
- `<stdarg.h>` Variable arguments handling (header)
- `<stdlib.h>` C Standard definitions (header)
- `<string.h>` C Library to perform Input/Output operations (header)
- `<stringf.h>` C Standard General Utilities Library (header)
- `<stringz.h>` C Strings (header)

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Parameters and Return Values

```
int max(int a, int b)
{
    if(a > b)
        return a;
    else
        return b;
}
```



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```
int min(int a, int b)
{
    return (a < b? a : b);
}
```

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```
int max(int a, int b); // prototypes
int min(int a, int b);
```

```
int main(int argc, char *argv[])
{
    int x = 17;
    int y = 5;

    int big;
    int small;

    big = max(x, y); // copy the values of x and y
    small = min(x, y); // copy the values of x and y

    printf("The maximum of %d and %d is %d\n", x, y, big);
    printf("The minimum of %d and %d is %d\n", x, y, small);

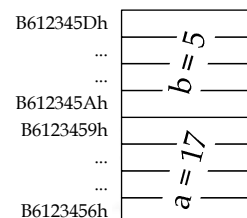
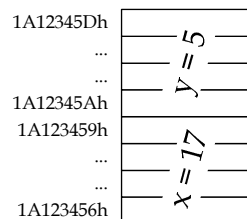
    return 0;
}
```

```
int max(int a, int b)
{
    if(a > b)
        return a;
    else
        return b;
}
```

```
int min(int a, int b)
{
    return (a < b? a : b);
}
```

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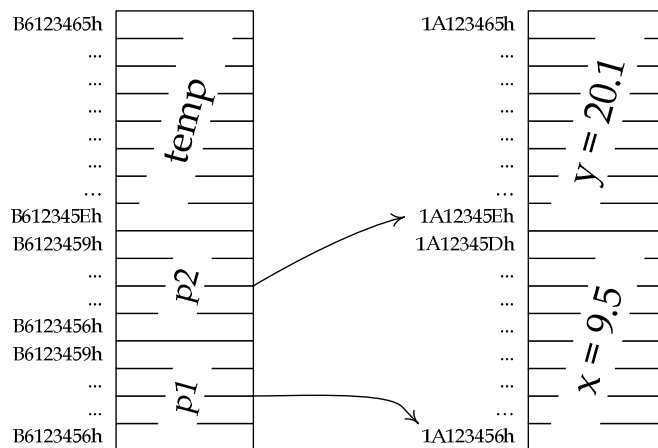
Pass-by-Value



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Memory



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Pass-by-Reference: References

```

void swap_adv(double& r1, double& r2)
{
    double temp; // local variable

    // reference seems like a variable
    // but acts like a pointer
    temp = r1;
    r1 = r2;
    r2 = temp;
}

int main()
{
    double x = 9.5;
    double y = 20.1;

    printf("Before: x = %f, y = %f\n", x, y);

    swap_adv(x, y); // correct way (call-by-reference)

    printf("After: x = %f, y = %f\n", x, y);

    return 0;
}

```

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Example: Linear Search

- Linear search is also known as sequential search
- The most obvious algorithm for search
- Start at the beginning and walk to the end, testing for a match at each item
- Notice the passing of the array base address (instead of a copy of the array)
- *Homework:* Read about binary search and bubble sort in your textbook.

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Linear Search

```

// return the index of the element in array
// or -1 if the element does not exist
int linear_search(int array[], int size, int element)
{
    for(int i = 0; i < size; i++)
    {
        if(array[i] == element)
            return i; // index
    }

    return -1; // did not find the element
}

int main4()
{
    int my_values[10] = {11, 44, 32, 51, 7, -5, 4, 99, 100, -77};
    int index_of_32 = linear_search(my_values, 10, 32);
    int index_of_55 = linear_search(my_values, 10, 55);

    printf("The index of 32 is %d\n", index_of_32);
    printf("The index of 55 is %d\n", index_of_55);

    return 0;
}

```

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Homework

- Get the scores of a student in all his Tawjihi courses
- Remember each course has a different maximum (Arabic 70, Math 100)
- Calculate the student average
- Use a function called:
`normalize (score, max)`
- There is no need to handout this homework.

