

EECE.2160: ECE Application Programming

Spring 2019

Lecture 18: Key Questions

March 18, 2019

QUESTIONS:

1. (Review) Describe the basic use and syntax of functions, including return types and arguments.
2. (Review) What is a function prototype? When and why is it necessary?
3. (Review) Explain the idea of scope and how it relates to functions. Also, explain what happens when function arguments are passed by value.

You may wish to refer to the following example or to the example code posted from the 3/8 lecture (lec16_main.c, basic_functions.c, basic_functions.h):

```
#include <stdio.h>
#include <math.h>

double hyp(double a, double b);

void main()
{
    double x,y,h;
    printf("Enter two legs of triangle: ");
    scanf("%lf %lf",&x,&y);
    h=hyp(x,y);
    printf("Trgle w legs %lf and %lf has hyp of %lf\n",
           x,y,h);
}

double hyp(double a, double b)
{
    double sum, result;
    sum = a*a + b*b;
    result = sqrt(sum);
    return result;
}
```

EXAMPLES:

1. What does the following program print?

```
#include <stdio.h>

int f(int a, int b);           // Function prototype

int main() {
    int x = 1;
    int y = 2;
    int result1, result2, result3;

    result1 = f(x, y);
    result2 = f(y, result1);
    result3 = f(result1, result2);

    printf("x = %d, y = %d\n", x, y);
    printf("Result 1: %d\n", result1);
    printf("Result 2: %d\n", result2);
    printf("Result 3: %d\n", result3);

    return 0;
}

int f(int a, int b)           // Function definition
{
    int i;                    // Loop index
    int r = 0;                // Result

    for (i = 0; i < a; i++)
        r += b;

    return r;
}
```

2. Write a function to do each of the following. Note that only the function name is listed—you must determine the return type and argument list.
 - a. `printLine()`: Takes an integer, `length`, as an argument and prints “length” dashes on a single line
 - b. `checkEvenOdd()`: Reads an integer value from the console input (i.e., an integer typed by the user as input) and returns 1 if the value is even, 0 if it's odd

c. `avgFour()`: Takes four double-precision numbers as arguments and returns their average