



# **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35.**

**An Autonomous Institution**

**COURSE NAME : 19ITT101 PROGRAMMING IN C & DATA STRUCTURES**

**I YEAR/ II SEMESTER**

**UNIT-II C DECISION STATEMENTS & FUNCTIONS**

**Topic: Functions**

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## FUNCTIONS

### INTRODUCTION

- The strengths of C language is C functions.
- They are easy to define and use.
- We have used functions in every program that we have discussed so far.
- However, they have been primarily limited to the three functions, namely main, printf, and scanf.
- C functions can be classified into two categories, namely, library functions and userdefined functions.
- main is an example of user-defined functions.
- printf and scanf belong to the category of library functions.
- The main distinction between these two categories is that library functions are not required to be written by us.
- Whereas a user-defined function has to be developed by the user at the time of writing a program.
- However, a user-defined function can later become a part of the C program library.
- In fact, this is one of the strengths of C language.



## DEFINITION OF FUNCTIONS

\* A function definition, also known as function implementation shall include the following elements:

1. function name;
2. function type;
3. list of parameters;
4. local variable declarations;
5. function statements; and
6. a return statement.

\* All the six elements are grouped into two parts, namely,

\* function header (First three elements); and

\* function body (Second three elements).



## DEFINITION OF FUNCTIONS

➤ A general format of a function definition to implement these two parts is given below:

```
function_type function_name(parameter list)
```

```
{
```

```
local variable declaration;
```

```
executable statement1;
```

```
executable statement2;
```

```
.....
```

```
.....
```

```
return statement;
```

```
}
```

- The first line `function_type function_name(parameter list)` is known as the function header and the statements within the opening and closing braces constitute the function body, which is a compound statement.



# Functions

How function works in C programming?

```
#include <stdio.h>

void functionName()
{
    ... ..
    ... ..
}

int main()
{
    ... ..
    ... ..
    functionName();
}

... ..
... ..
```

Note, function names are identifiers and should be unique.



# Functions



## Function definition

Function definition contains the block of code to perform a specific task. In our example, adding two numbers and returning it.

### Syntax of function definition

```
returnType functionName(type1 argument1, type2 argument2, ...)  
{  
    //body of the function  
}
```

When a function is called, the control of the program is transferred to the function definition. And, the compiler starts executing the codes inside the body of a function.



# Functions

## Syntax of function prototype

```
returnType functionName(type1 argument1, type2 argument2, ...);
```

In the above example, `int addNumbers(int a, int b);` is the function prototype which provides the following information to the compiler:

1. name of the function is `addNumbers()`
2. return type of the function is `int`
3. two arguments of type `int` are passed to the function

The function prototype is not needed if the user-defined function is defined before the `main()` function.



# Functions



## Types of function

There are two types of function in C programming:

- Standard library functions
- User-defined functions





# Functions



## Standard library functions

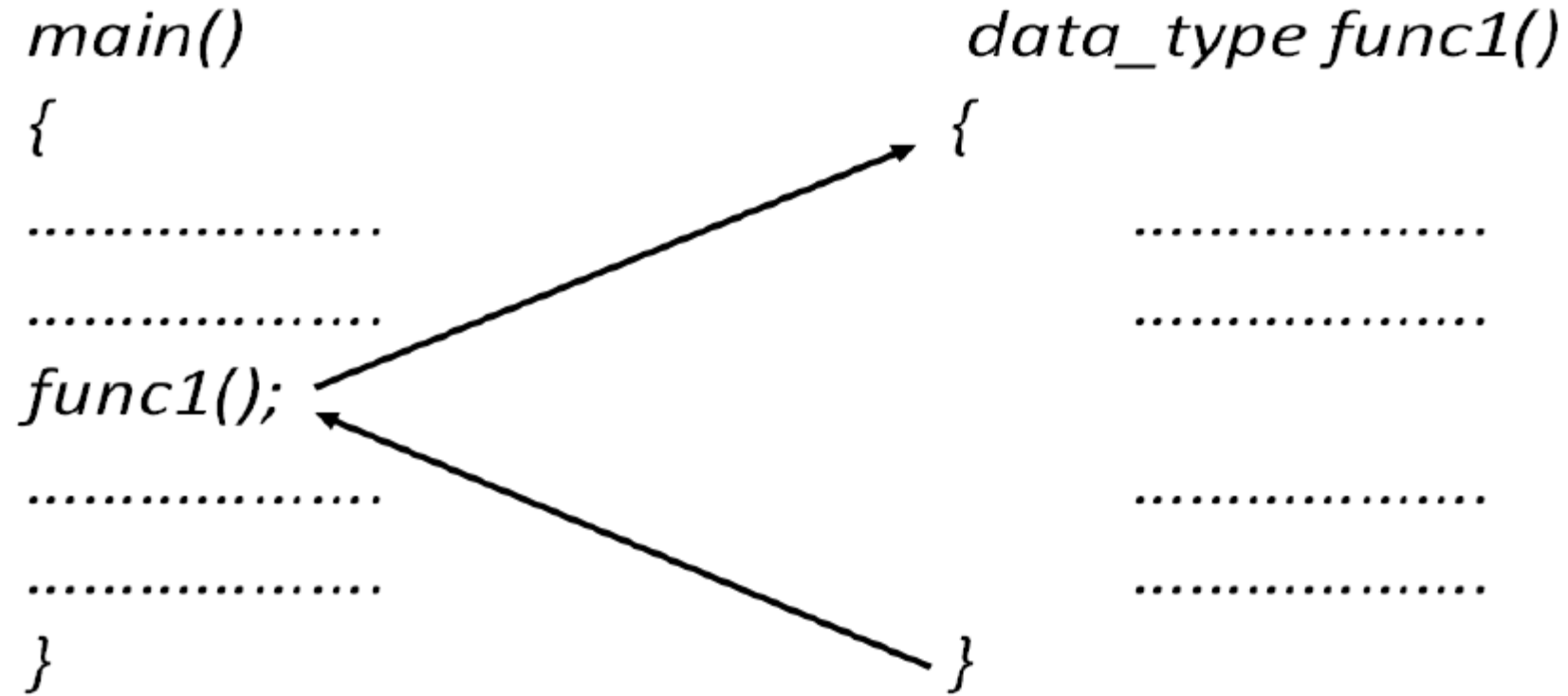
The standard library functions are built-in functions in C programming.

These functions are defined in header files. For example,

- The `printf()` is a standard library function to send formatted output to the screen (display output on the screen). This function is defined in the `stdio.h` header file. Hence, to use the `printf()` function, we need to include the `stdio.h` header file using `#include <stdio.h>`.
- The `sqrt()` function calculates the square root of a number. The function is defined in the `math.h` header file.



# Functions



*Calling function*

*Called function*



# Functions



## Function prototype

A function prototype is simply the declaration of a function that specifies function's name, parameters and return type. It doesn't contain function body.

A function prototype gives information to the compiler that the function may later be used in the program.



# Functions



## Calling a function

Control of the program is transferred to the user-defined function by calling it.

## Syntax of function call

```
functionName(argument1, argument2, ...);
```

In the above example, the function call is made using `addNumbers(n1, n2);` statement inside the `main()` function.



# Functions



## Passing arguments to a function

In programming, argument refers to the variable passed to the function. In the above example, two variables `n1` and `n2` are passed during the function call.

The parameters `a` and `b` accepts the passed arguments in the function definition. These arguments are called formal parameters of the function.



# Functions



## How to pass arguments to a function?

```
#include <stdio.h>

int addNumbers(int a, int b);

int main()
{
    ... .. ...

    sum = addNumbers(n1, n2);
    ... .. ...
}

int addNumbers(int a, int b)
{
    ... .. ...
    ... .. ...
}
```

- The type of arguments passed to a function and the formal parameters must match, otherwise, the compiler will throw an error.
- A function can also be called without passing an argument.

If `n1` is of char type, `a` also should be of char type. If `n2` is of float type, variable `b` also should be of float type.





# Functions



## Return Statement

The return statement terminates the execution of a function and returns a value to the calling function. The program control is transferred to the calling function after the return statement.

In the above example, the value of the `result` variable is returned to the main function. The `sum` variable in the `main()` function is assigned this value.



# Functions



## Syntax of return statement

```
return (expression);
```

For example,

```
return a;  
return (a+b);
```

The type of value returned from the function and the return type specified in the function prototype and function definition must match.





# Functions

## Return statement of a Function

```
#include <stdio.h>

int addNumbers(int a, int b);

int main()
{
    ... ..
    sum = addNumbers(n1, n2);
    ... ..
}

int addNumbers(int a, int b)
{
    ... ..
    return result;
}
```

sum = result



**Thank You!**