

# CS 101 Computer Programming and Utilization

## Lecture 10

Passing Arrays as parameters  
Side effects and non-pure functions

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# Revision: Separate Compilation; Decision trees

- Functions for reuse of code
- Define once call any no of times
- Definition and use in separate files
- These can be separately compiled
- And then linked
- Promotes reuse of function definition
- Promotes decomposition of software in terms of functional modules
- Builds and versions
- Decision trees
  - Identify variables that govern the logic
  - Identify conditions which are main ingredients in the logic
  - Make a decision tree to cover the entire problem space
  - One problem can be covered by many decision trees

# Parameters

- Formal parameters
  - Appear inside definitions
  - Are variables with a type specified for each
- Actual parameters
  - Appear inside calls
  - Are values, variables, expression
- Names of formal parameters can be different from the names used in actual parameters.
- Parameters are by default passed by value (also called passed by copy)

# Formal and actual Parameters

```
int f (float, char);
```

```
int f (float x, char y) {...} // x,y are formal
```

```
int main () {
```

```
    P = f (m, c); // m, c are actual
```

```
    Q = f (3, c); // 3, c are actual
```

```
    R = f (m, 'Y'); // so are m, 'Y'
```

```
    L = f (3, 'N'); // so are 3, 'N'
```

```
}
```

# Pass by value

```
int func (int x) {  
    X = 10;  
    return x*x;  
}  
  
int main () {  
    Int y;  
    Cout << func (y) << endl;  
    Cout << y << endl; // what value of y?  
}
```

# Array as parameters

- An example declaration:

```
int func (int A[ ], int n);
```

- A usage:

```
x = func (A, size);
```

- Using index in definition

```
For (i=0; i<size; i++) .... A[i] ...
```

# What if a body of a function makes a change to an element in an array that is passed in?

```
Int func (int A[ ], int size) {  
    A[size-1] = 1551;  
}
```

```
Int main () {  
    ..  
    Func (B, n);  
    Cout << B[n-1] << endl; // will it change?  
}
```

# What really is 'A' in int A[5]?

- It's of course a name of the array
- But in C++, we also know that it is actually the starting location of the array

- Try

```
cout << A << endl;
```

- Int A[10] indeed means 10 integers located starting from location A.



# Array variable passed by copy

```
int func (int A[], int size) {  
    int B[size];  
    ... populate B ....  
    A = B; // will this have effect outside?  
}
```