



# **SNS COLLEGE OF ENGINEERING**

Kurumbapalayam (Po), Coimbatore – 641 107

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## **DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE**

**COURSE NAME : 23ITT101- PROBLEM SOLVING & C PROGRAMMING**

**I YEAR /I SEMESTER**

**Unit IV – FUNCTIONS AND POINTERS**

**Topic : Illustrative Programs**



# Example



```
1: #include <stdio.h>
2:
3: long cube(long x); /* Function prototype*/
4:
5: long input, answer;
6:
7: int main( void ) {
8:     printf("Enter an integer value: ");
9:     scanf("%d", &input);
10:    answer = cube(input);
11:    printf("\nThe cube of %d is %d\n", input,
12:    answer);
13:
14: return 0;
15: }
16:
17: long cube(long x) /* Function definition*/
18: {
19:     long x_cubed;
20:
21:     x_cubed = x * x *
22:     x; return
23: }x_cubed;
```

Arguments/formal parameter

Return data type

Actual parameters

- Function name is cube
- Variable that is required is long
- The variable to be passed on is X (has single arguments)—value can be passed to function so it can perform the specific task. It is called **arguments**

## Output

Enter an integer

value:4 The cube of 4

is 64.



# A MULTI-FUNCTION PROGRAM



Example:

```
main()
{
printf("This illustrated the use of C functions \n"); printf();
}
printf()
{
int i;
for(i=1; i<40; i++)
printf("-");
printf("\n");
}
```



# RETURN VALUES AND THEIR TYPES



```
/* C program to find SUM of two integer  
Numbers using User Define Functions.*/
```

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

```
/*function declarations*/
```

```
int sumint(int,int); /*to get sum*/
```

```
int main()
```

```
{
```

```
int n1,n2;
```

```
int sum;
```

```
float avg;
```

```
printf("Enter the first integer number: ");
```

```
scanf("%d",&n1);
```

```
printf("Enter the second integer number: ");
```

```
scanf("%d",&n2);
```

```
/*function calling*/  
sum=sumint(n1,n2);  
printf("Number1: %d, Number2: %d\n",n1,n2);  
printf("Sum: %d\n",sum);  
return 0;  
}
```

```
/*function definitions*/
```

```
/* Function : sumint
```

```
* Arguments : int,int - to pass two integer values
```

```
* return type : int - to return sum of values
```

```
*/
```

```
int sumint(int x,int y)
```

```
{
```

```
/*x and y are the formal parameters*/
```

```
int sum;
```

```
sum=x+y;
```

```
return sum;
```

```
}
```



# Recursion



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

```
// Function prototype
```

```
int factorial(int n);
```

```
int main() {
```

```
    int num;
```

```
    printf("Enter a positive integer: ");
```

```
    scanf("%d", &num);
```

```
    if (num < 0) {
```

```
        printf("Factorial of a negative number is undefined.\n");
```

```
    } else {
```

```
        printf("The factorial of %d is %d\n", num, factorial(num));
```

```
    }
```

```
    return 0;
```

```
}
```

```
// Recursive function to calculate factorial
```

```
int factorial(int n) {
```

```
    if (n == 0 || n == 1) { // Base case: factorial(0) = 1 and factorial(1) = 1
```

```
        return 1;
```

```
    }
```

```
    return n * factorial(n - 1); // Recursive step
```

```
}
```

```
return 5 * factorial(4) = 120
```

```
└─ return 4 * factorial(3) = 24
```

```
    └─ return 3 * factorial(2) = 6
```

```
        └─ return 2 * factorial(1) = 2
```

```
            └─ return 1 * factorial(0) = 1
```

[javaTpoint.com](http://javaTpoint.com)

```
1 * 2 * 3 * 4 * 5 = 120
```



# Pass arrays to a function in C



**// Program to calculate the sum of array elements by passing to a function**

```
#include <stdio.h>
float calculateSum(float num[]);

int main() {
    float result, num[] = {23.4, 55, 22.6, 3, 40.5, 18};

    // num array is passed to calculateSum()
    result = calculateSum(num);
    printf("Result = %.2f", result);
    return 0;
}
```

```
float calculateSum(float num[]) {
    float sum = 0.0;

    for (int i = 0; i < 6; ++i) {
        sum += num[i];
    }

    return sum;
}
```

**Output:**

Result = 162.50

# Pass arrays to a function in C



## Pass two-dimensional arrays

```
#include <stdio.h>
void displayNumbers(int num[2][2]);

int main() {
    int num[2][2];
    printf("Enter 4 numbers:\n");
    for (int i = 0; i < 2; ++i) {
        for (int j = 0; j < 2; ++j) {
            scanf("%d", &num[i][j]);
        }
    }

    // pass multi-dimensional array to a function
    displayNumbers(num);

    return 0;
}
```

```
void displayNumbers(int num[2][2]) {
    printf("Displaying:\n");
    for (int i = 0; i < 2; ++i) {
        for (int j = 0; j < 2; ++j) {
            printf("%d\n", num[i][j]);
        }
    }
}
```

### Output:

Enter 4 numbers

2  
2  
3  
4  
5

### Displaying:

2  
3  
4  
5



# Pass strings to a function in C



```
#include <stdio.h>
void displayString(char str[]);

int main()
{
    char str[50];
    printf("Enter string: ");
    fgets(str, sizeof(str), stdin);
    displayString(str);    // Passing string to a
function.
    return 0;
}
```

```
void displayString(char str[])
{
    printf("String Output: ");
    puts(str);
}
```





# Understanding Pointers



```
#include<stdio.h>
void main( )
{
    char m; int n;      float a, b;
    m = 'A';
    n = 150;
    a = 15.25, b = 10.75;
    printf(“%c is stored at addr %u.\n”, m, &m);
    printf(“%d is stored at addr %u.\n”, n, &n);
    printf(“%f is stored at addr %u.\n”, a, &a);
    printf(“%f is stored at addr %u.\n”, b, &b);
}
```



# Increment and Decrement of a Pointer



```
#include <stdio.h>
// pointer increment and decrement
//pointers are incremented and decremented by the size of the data type they point to
int main()
{
    int a = 22;
    int *p = &a;
    printf("p = %u\n", p);    // p = 6422288
    p++;
    printf("p++ = %u\n", p);  //p++ = 6422292    // + 4 bytes
    p--;
    printf("p-- = %u\n", p);  //p-- = 6422288    // -4 bytes

    char c = 'a';
    char *r = &c;
    printf("r = %u\n", r);    //r = 6422283
    r++;
    printf("r++ = %u\n", r);  //r++ = 6422284    +1 // 1 byte
    r--;
    printf("r-- = %u\n", r);  //r-- = 6422283    -1 // restored to original value

    return 0;
}
```

## Output:

```
p = 1441900792
p++ = 1441900796
p-- = 1441900792
q = 1441900796
q++ = 1441900800
q-- = 1441900796
r = 1441900791
r++ = 1441900792
r-- = 1441900791
```



# Pointer Arithmetic on Arrays



// C program to illustrate the array traversal using pointers

```
#include <stdio.h>
int main()
{
    int N = 5;
    // An array
    int arr[] = { 1, 2, 3, 4, 5 };
    // Declare pointer variable
    int* ptr;
    // Point the pointer to first element in array arr[]
    ptr = arr;
    // Traverse array using ptr
    for (int i = 0; i < N; i++) {

        // Print element at which ptr points
        printf("%d ", ptr[0]);
        ptr++;
    }
}
```

**Output:**

1 2 3 4 5



# Pointers and Arrays



Sample Program:

```
main ()
```

```
{
```

```
    int *p, sum, i;
```

```
    int x[5] = {5, 9, 6, 3, 7};
```

```
    i = 0;
```

```
    p = x;      /* initializing with base address of x */
```

```
    printf("element value address \n\n");
```

```
    while (i < 5)
```

```
    {
```

```
        printf(" x[%d] %d %u\n", i, *p, p);
```

```
        sum = sum + *p; /* accessing array  
        element */
```

```
        i++, p++;      /* incrementing  
        pointer */
```

```
    }
```

```
    printf("\n sum = %d\n", sum);
```

```
    printf("\n &*[0] = %u\n", &x[0]);
```

```
    printf("\n p = %u\n", p);
```

```
}
```



# Pointers and Arrays

```
#include <stdio.h>
int main()
{
int i;
int a[5] = {1, 2, 3, 4, 5};
int *p = a; // same as int*p = &a[0]
for (i = 0; i < 5; i++)
{
printf("%d", *p); p++;
}
return 0;
}
```



# Pointers and Character Strings



```
main( )
{
    char *name;
    int length;
    char *cptr=name;
    name="delhi";
    printf("%s",name);
    while (cptr != '\0')
    {
        printf("%c is stored at address %u \n",*cptr,cptr);
        cptr++;
    }
    length=cptr-name;
    printf("%d",length);
}
```



# Pointers and Character Strings



```
#include <stdio.h>
int main( )
{
char str[6] = "Hello"; // string variable
char *ptr = str; // pointer variable
while(*ptr != '\0') // print the string
{
printf("%c", *ptr);
// move the ptr pointer to the next memory location
ptr++;
}
return 0;
}
```



# Array of Pointers



```
#include <stdio.h>
int main()
{
    // Pointer to an array of five numbers
    int(*a)[5];
    int b[5] = { 1, 2, 3, 4, 5 };
    int i = 0;
    // Points to the whole array b
    a = &b;
    for (i = 0; i < 5; i++)
        printf("%d\n", *(*a + i));
    return 0;
}
```





# Array of Pointers



```
// C program to demonstrate // example of array of pointers.
#include <stdio.h>
const int SIZE = 3;
void main()
{
    // creating an array
    int arr[] = { 1, 2, 3 };
    // we can make an integer pointer array to
    // storing the address of array elements
    int i, *ptr[SIZE];
    for (i = 0; i < SIZE; i++) {
        // assigning the address of integer.
        ptr[i] = &arr[i];
    }
    // printing values using pointer
    for (i = 0; i < SIZE; i++) {
        printf("Value of arr[%d] = %d\n", i, *ptr[i]);
    }
}
```



# Array of Pointers



```
#include<stdio.h>
    const int size = 4;
void main()
{

    // array of pointers to a character
    // to store a list of strings
    char* names[] = {
        "amit",
        "amar",
        "ankit",
        "akhil"
    };
    int i = 0;
    for (i = 0; i < size; i++) {
        printf("%s\n", names[i]);
    }
}
```



# Array of Pointers



// C program to understand difference between pointer to an integer and pointer to an array of integers.

```
#include<stdio.h>
int main()
{
// Pointer to an integer
int *p;
// Pointer to an array of 5 integers
int (*ptr)[5];
int arr[5];
// Points to 0th element of the arr.
p = arr;
// Points to the whole array arr.
ptr = &arr;
printf("p = %p, ptr = %p\n", p, ptr);
p++;
ptr++;
printf("p = %p, ptr = %p\n", p, ptr);
return 0;
}
```



# Function Returning Pointers



```
#include <stdio.h>
int *returnPointer(int *p);
int main()
{
    int i=10;
    int *ptr1, *ptr2;
    ptr1=&i;
    ptr2=returnPointer(&i);
    printf("\n *ptr1 = %d",*ptr1);
    printf("\n *ptr2 = %d",*ptr2);
    return 0;
}
int *returnPointer(int *pt)
{
    return pt; }
```



# Function Returning Pointers



```
#include<stdio.h>
int *return_pointer(int *, int); // this function returns a pointer of type int
int main()
{
int i, *ptr;
int arr[] = {11, 22, 33, 44, 55};
i = 4;
printf("Address of arr = %p\n", arr);
ptr = return_pointer(arr, i);
printf("\nAfter incrementing arr by 4 \n\n");
printf("Address of ptr = %p\n\n", ptr);
printf("Value at %p is %d\n", ptr, *ptr);
// signal to operating system program ran fine
return 0;}
int *return_pointer(int *p, int n)
{
p = p + n;
return p;
}
```



# Try it Yourself



What is the output of this C code?

```
int main()
{
int i = 10;
void *p = &i;
printf("%d\n", (int)*p);
return 0;
}
```

```
int main()
{
int i = 10;
void *p = &i;
printf("%f\n", *(float*)p);
return 0;
}
```



```
int main()
{
char *p = NULL;
char *q = 0;
if (p)
printf(" p ");
else
printf("nullp");
if (q)
printf("q\n");
else
printf(" nullq\n");
}
```



