Function Definition

```
return-value-type function_name (paramter-list) {
    declarations
    statements
}
```

- Function name is an identifier.
- Return type is any valid C type or void.
- Parameters to function specified by a comma separated list.
- The declaration of a function which excludes its body is called a function prototype

Return from Function

- Only one function with a given name is allowed
- A function returns (control restored back to caller) when either
 - A return is encounter during execution of the function code, or
 - The control reaches end of the function body

Argument Conversion

- C allows function calls even if argument types do n't match with corresponding parameter types.
- The rules for type conversion of arguments depends on whether function prototype is encountered not prior to call or not.

Argument Conversion

Prototype seen prior to call

- Each argument implicitly converted into type of corresponding parameter as if by assignment
- Eg., int type converted to double if function expects double.

Prototype not seen priort to call

- Default argument promotion is performed.
- float coverted to double
- Integral promotion are performed, causing short or char converted to int

• Relying on default promotion is dangerous.

```
#include <stdio.h>
int main() {
    double x = 5.0;

    /* No protype seen. Not known if int is expected. *
        * Default promotion to double is of no effect *
        * Result is undefined */

        printf("squre_of_%.5f_=_%.5f\n", x, square(x));
}
int square(int n) {
    return n * n
}
```

Without Parameters & Return Values

```
#include <stdio.h>
void factorial() {
   int n, result = 1;
   printf("Enter_n:_");
   scanf("%d", &n);
   printf("%d!_=_", n);
   while (n > 0)
      result = result * n;
      n--;
   printf("%d\n", result);
int main() {
   factorial();
```

Void Type

- Void is not a type.
- Syntactically it is used where a type name is expected.
- When used for parameter-list: function does require any parameters.
 - Eg., int function(void) is same as int function().
- If return type not mentioned function always returns int, i.e. function() same as int function()

Void Type

- Void type introduced so that compiler can issue a warning when a function does not return an integer type if that is supposed to return one.
- A variable declared void is useless.
- But, void * defines generic pointer. (Any pointer can be cast to void pointer and back without loss of information)

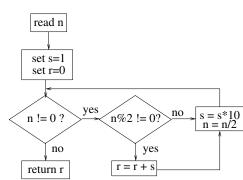
Function with a Return Value

```
#include <stdio.h>
int factorial(int n) {
   int result = 1:
   while (n > 0)
      result = result * n;
      n--;
int main() {
   int n:
   printf("Enter_n:_");
   scanf("%d", &n);
   printf("%d!=_%d\n", factorial(n));
```

Function with a Return Value

Problem: convert a decimal number n to its binary equivalent n_b .

- Partition n into sum of powers of 2, eg., 67 = $2^6+2^1+2^0$.
- Binary equivalent of 67 will have 1's in 5th, 1st and 0th bit positions.



Decimal to Binary

```
#include <stdio.h>
int binaryNumber(int n) {
   int r = 0, s = 1;
   while (n!=0) {
      if (n \% 2 != 0)
         r = r + s;
      s=s*10:
      n=n/2;
  return r;
int main() {
   printf("Binary_of_%d_is_%d\n", 58, binaryNumber(58));
```