

# Computing and Statistical Data Analysis

## Lecture 4

Putting functions in separate files

Passing arguments by value or by reference.

Inline functions

Default arguments, function overloading

Files and streams

# Putting functions in separate files

Often we put functions in a separate files. The declaration of a function goes in a ‘header file’ called, e.g., `ellipseArea.h`, which contains the prototype:

```
#ifndef ELLIPSE_AREA_H
#define ELLIPSE_AREA_H

// function to compute area of an ellipse

double ellipseArea(double, double);

#endif
```

The directives `#ifndef` (if not defined), etc., serve to ensure that the prototype is not included multiple times. If `ELLIPSE_AREA_H` is already defined, the declaration is skipped.

# Putting functions in separate files, continued

Then the header file is included (note use of " " rather than < >) in the file where the function is defined, e.g., `ellipseArea.cc`,

```
#include "ellipseArea.h"
double ellipseArea(double a, double b) {
    return PI*a*b;
}
```

as well as in the files containing any other functions that will call it such as `main`:

```
#include "ellipseArea.h"
int main() {
    double a = 5;    double b = 7;
    double area = ellipseArea(a, b);
    ...
}
```

# Passing arguments by value

Consider a function that tries to change the value of an argument:

```
void tryToChangeArg(int x) {  
    x = 2*x;  
}
```

It won't work:

```
int x = 1;  
tryToChangeArg(x);  
cout << "now x = " << x << endl;    // x still = 1
```

This is because the argument is passed **'by value'**. Only a copy of the value of **x** is passed to the function.

In general this is a Good Thing. We don't want arguments of functions to have their values changed unexpectedly.

Sometimes, however, we want to return modified values of the arguments. But a function can only return a single value.

# Passing arguments by reference

We can change the argument's value passing it 'by reference'. To do this we include an **&** after the argument type in the function's prototype and in its definition (but no **&** in the function call):

```
void tryToChangeArg(int&);           // prototype

void tryToChangeArg(int& x) {        // definition
    x = 2*x;
}

int main() {
    int x = 1;
    tryToChangeArg(x);
    cout << "now x = " << x << endl; // now x = 2
}
```

Argument passed by reference must be a variable, e.g.,

`tryToChangeArg(7);` will not compile.

# Variable scope inside functions

Recall that the definition of a function is enclosed in braces.  
Therefore all variables defined inside it are local to that function.

```
double pow(double x, int n){  
    double y = static_cast<double>(n) * log(x);  
    return exp(y);  
}
```

```
...  
double y = pow(3,2); // this is a different y
```

The variable **y** in the definition of **pow** is local. We can use the same variable name outside this function with no effect on or from the variable **y** inside **pow**.

# Inline functions

For very short functions, we can include the keyword **inline** in their definition (must be in same file, before calling program):

```
inline double pow(double x, int n) {  
    double y = static_cast<double>(n) * log(x);  
    return exp(y);  
}
```

The compiler will (maybe) replace all instances of the function by the code specified in the definition. This will run faster than ordinary functions but results in a larger program.

Only use make very short functions inline and then only when speed is a concern, and then only when you've determined that the function is using a significant amount of time.

# Default arguments

Sometimes it is convenient to specify default arguments for functions in their declaration:

```
double line(double x, double slope=1, double offset=0);
```

The function is then defined as usual:

```
double line(double x, double slope, double offset){  
    return x*slope + offset;  
}
```

We can then call the function with or without the defaults:

```
y = line (x, 3.7, 5.2);    // here slope=3.7, offset=5.2  
y = line (x, 3.7);         // uses offset=0;  
y = line (x);              // uses slope=1, offset=0
```



# Function overloading

We can define versions of a function with different numbers or types of arguments (signatures). This is called **function overloading**:

```
double cube(double);  
double cube (double x) {  
    return x*x*x;  
}
```

```
double cube(float);  
double cube (float x) {  
    double xd = static_cast<double>(x);  
    return xd*xd*xd;  
}
```

Return type can be same or different; argument list must differ in number of arguments or in their types.

# Function overloading, cont.

When we call the function, the compiler looks at the signature of the arguments passed and figures out which version to use:

```
float x;  
double y;  
double z = cube(x); // calls cube(float) version  
double z = cube(y); // calls cube(double) version
```

This is done e.g. in the standard math library `cmath`. There is a version of `sqrt` that takes a `float` (and returns `float`), and another that takes a `double` (and returns `double`).

Note it is not sufficient if functions differ only by return type -- they must differ in their argument list to be overloaded.

Operators (+, -, etc.) can also be overloaded. More later.

# Writing to and reading from files

Here is a simple program that opens an existing file in order to read data from it:

```
#include <iostream>
#include <fstream>
#include <cstdlib>
using namespace std;
int main(){
    // create an ifstream object (name arbitrary)...
    ifstream myInput;
    // Now open an existing file...
    myInput.open("myDataFile.txt");
    // check that operation worked...
    if ( myInput.fail() ) {
        cout << "Sorry, couldn't open file" << endl;
        exit(1);          // from cstdlib
    }
    . . .
```

# Reading from an input stream

The input file stream object is analogous to `cin`, but instead of getting data from the keyboard it reads from a file. Note use of “dot” to call the ifstream’s “member functions”, `open`, `fail`, etc.

Suppose the file contains columns of numbers like

```
1.0    7.38  0.43
2.0    8.59  0.52
3.0    9.01  0.55
...
```

We can read in these numbers from the file:

```
float x, y, z;
for(int i=1; i<=numLines; i++){
    myInput >> x >> y >> z;
    cout << "Read " << x << " " << y << " " << z << endl;
}
```

This loop requires that we know the number of lines in the file.

# Reading to the end of the file

Often we don't know the number of lines in a file ahead of time. We can use the “end of file” (**eof**) function:

```
float x, y, z;
int line = 0;
while ( !myInput.eof() ){
    myInput >> x >> y >> z;
    if ( !myInput.eof() ) {
        line++;
        cout << x << " " << y << " " << z << endl;
    }
}
cout << line << " lines read from file" << endl;
...
myInput.close();    // close when finished
```

Note some gymnastics needed to avoid reading last line twice.

# Writing data to a file

We can write to a file with an `ofstream` object:

```
#include <iostream>
#include <fstream>
#include <cstdlib>
using namespace std;
int main(){
    // create an ofstream object (name arbitrary)...
    ofstream myOutput;
    // Now open a new file...
    myOutput.open("myDataFile.txt");
    // check that operation worked...
    if ( myOutput.fail() ) {
        cout << "Sorry, couldn't open file" << endl;
        exit(1);          // from cstdlib
    }
    ...
}
```

# Writing data to a file, cont.

Now the `ofstream` object behaves like `cout`:

```
for (int i=1; i<=n; i++){  
    myOutput << i << "\t" << i*i << endl;  
}
```

Note use of tab character `\t` for formatting (could also use e.g. " " or)

Alternatively use the functions `setf`, `precision`, `width`, etc. These work the same way with an `ofstream` object as they do with `cout`, e.g.,

```
myOutput.setf(ios::fixed);  
myOutput.precision(4);  
...
```

# File access modes

The previous program would overwrite an existing file.  
To append an existing file, we can specify:

```
myOutput.open("myDataFile.txt", ios::app);
```

This is an example of a file access mode. Another useful one is:

```
myOutput.open("myDataFile.txt", ios::bin);
```

The data is then written as binary, not formatted. This is much more compact, but we can't check the values with an editor.

For more than one option, separate with vertical bar:

```
myOutput.open("myDataFile.txt", ios::bin | ios::app);
```

Many options, also for `ifstream`. Google for details.



# Putting it together

Now let's put together some of what we've just seen. The program reads from a file a series of exam scores, computes the average and writes it to another file. In file `examAve.cc` we have

```
#include <iostream>
#include <fstream>
#include <cstdlib>
#include "aveScore.h"
using namespace std;
int main(){
    // open input file
    ifstream inFile;
    inFile.open("studentScores.txt");
    if ( inFile.fail() ) {
        cerr << "Couldn't open input file" << endl;
        exit(1);
    }
    ...
}
```

## examAve, continued

```
// open the output file
ofstream outFile;
outFile.open("averageScores.txt");
if ( outFile.fail() ) {
    cerr << "Couldn't open output file" << endl;
    exit(1);
}

while ( !inFile.eof() ){
    int studentNum;
    double test1, test2, test3;
    inFile >> studentNum >> test1 >> test2 >> test3;
    if( !inFile.eof() ){
        double ave = aveScore (test1, test2, test3);
        outFile << studentNum << "\t" << ave << endl;
    }
}
```

## More examAve

```
// close up
inFile.close();
outFile.close();
return 0;
}
```

Now the file `aveScore.cc` contains

```
#include "aveScore.h"
double aveScore(double a, double b, double c){
    double ave = (a + b + c)/3.0;
    return ave;
}
```

# More `examAve` and `aveScore`

The header file `aveScore.h` contains

```
#ifndef AVE_SCORE_H
#define AVE_SCORE_H
double aveScore(double, double, double);
#endif AVE_SCORE_H
```

We compile and link the program with

```
g++ -o examAve examAve.cc aveScore.cc
```

The input data file `studentScores.txt` might contain

1	73	65	68
2	52	45	44
3	83	85	91

etc. The example is trivial but we can generalize this to very complex programs.

# Wrapping up lecture 4

We've now seen enough C++ to write some reasonably sophisticated programs.

We have seen (almost) all of the basic control structures, and we can write our own functions.

Next week we will introduce a few more “basic” things such as arrays and strings.

Then for something a bit different: pointers

Finally we will be ready to introduce classes, objects, etc. which form the core of Object Oriented Programming.