

Introduction to Computers and Programming

Prof. I. K. Lundqvist

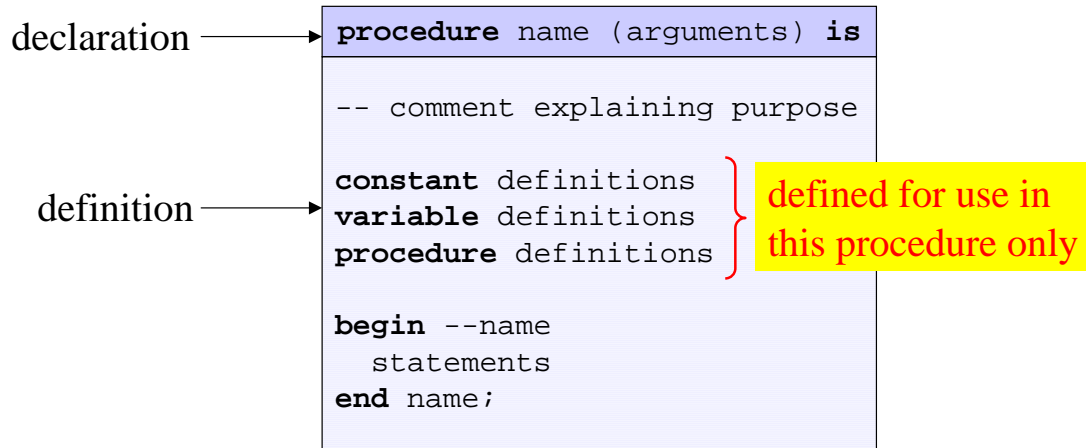
Reading: B pp. 228-234, FK pp. 136-150, 182-193, 276-285

Lecture 9
Sept 19 2003

Structuring Programs

- Mechanisms to control complexity
 - Abstraction
 - Modularization
 - Encapsulation
- Modularity
 - Partition system into modules
 - Reduce complexity, easier development/maintenance
 - Parallel development, divide programming job for teams
 - Ada modules
 - Subprograms: **procedures, functions**
 - **Packages**

Procedures



Example


```
procedure display is  
    -- display a number  
    num : integer;  
    begin --show_answer  
        num:= 71;  
        new_line;  
        put("the number of students is :");  
        put(num);  
        new_line;  
    end display;
```

Procedure Call

- Write its name
- Include arguments in brackets

begin

```
get_two_nums;
add_two_nums;
show_answer;
```



procedure calls

end;

- Procedure must be **visible**
 - Declared earlier
 - Included via **with**

Procedure Call and Return

- Procedure call
 - Remember where we are in **calling** code
 - Transfer to **called** procedure
 - Set up storage for local variables
 - Associate parameters with values
 - Start execution at first statement of callee
- Procedure finishes executing
 - Wind up **called** procedure
 - Return value through parameter
 - Dispose of storage
 - Pick up where left of in **caller**

Functions

- Effect is to compute a single result
- Returns the result directly
- Function definition: like procedure, except
 - *function* instead of *procedure* as first word
 - Define data type of returned value
 - Include statements to return a value
`return statement;`
 - Shows which value to return
 - Causes immediate termination of the function
 - The type of the returned value must match the type specified in the function definition
 - There cannot be an execution path through the function that does not include a return statement

Example

```
-----  
-- abs: absolute value  
-----  
function abs (x : in INTEGER) return INTEGER is  
  
begin -- abs  
  if x >= 0 then  
    return x;  
  else  
    return -x;  
  end if;  
end abs;
```

```
y := abs (x);  
y := 10 * abs (-4);  
y := abs (10 - abs (x));
```

Procedures with Parameters

- Parameters (argument to a procedure)
 - The procedure **declaration** shows the number and type of arguments
 - Formal parameter
 - The procedure **call** supplies specific arguments
 - Actual parameter
- Parameter modes
 - Indicate how data may be communicated between calling and called procedure

Formal Parameters

- Procedure declaration defines **formal** parameters
 - general rules for every call to procedure
 - Mode: **in**, **out**, **in out**
 - data type: integer, character, ...
 - internal name: (for use inside procedure)
 - In brackets after procedure name
 - ```
procedure adjust (
 exam : in INTEGER; -- exam mark
 mark : in out INTEGER -- overall subject mark
)
```
  - is**
    - local declarations
  - begin**
    - statements
  - end** adjust;

# Actual Parameters

- procedure **call** includes **actual parameters**
  - *specific* parameter values for *this* call
  - can differ for each call
- GET ( val );

```
get_integer (exam, 0, 50);
get_integer (number, 1, 5);
get_integer (number, low, low+4);
```

```
begin
 get_exam (exam);
 get_lab (labs);
 mark := exam + labs;
 adjust (exam, mark);
 PUT (mark);
 print_grade (mark);
end;
```

# Function or Procedure?

```

-- abs: absolute value

```

```
procedure abs (x : in INTEGER; -- argument
 y : out INTEGER -- abs(argument)
) is
```

```
begin -- abs
 if x >= 0 then
 y := x;
 else
 y := -x;
 end if;
end abs;
```

```
abs (x,y); -- y := abs(x);

abs (-4, temp); -- temp:= abs(-4);
y := 10 * temp; -- y:= 10*abs(-4)
```

## Parameter Modes

- Named from perspective of called procedure
  - **in** supplied to procedure by its caller
  - **out** provided by procedure to its caller
  - **in out** supplied to procedure by caller, (possibly) modified, and handed back