

A decorative graphic at the top of the slide. It features a thin yellow circle on the left side. A thick horizontal bar, split into a solid olive green left half and a vertically-lined olive green right half, spans across the top. A large black left square bracket is on the left side of the bar, and a large yellow right square bracket is on the right side.

Functions

- HomeWork, **Answers**
- Reference Parameters
Section 5.3
- **Review Questions**
- Exam October 22.
(Chapters 1,2. Sections 3.1,3.2,3.3,3.4,3.6,4.1
4.2,4.4,4.5,4.7,4.8,5.1,5.2,5.3)

HomeWork

- Write a function to print out a triangle with n lines that looks like this

```
o o o o o
o o o o
o o o
o o
o
```

- Combine this function together with the function `pretty_triangle1` in a program that will ask the user for a number of lines and print out a set of n dots the pattern below. The program is due in class on Oct 20. Email the program to me at ruttan@cs.kent.edu with the subject line 10061 submission Homework 3.

```
o
o o
o o o
o o
o
```


Functions with more than one answer

- Read numbers from a file and find the maximum number and its position in the file and the minimum number and its position in the file;
- Want to write a function but it will need to return 4 answers.
- Use a special type of parameter that uses a memory location in the program calling (invoking) the functions. Called reference parameters.

Reference Parameters

- Parameter which contain a & after the data type and before the parameter name are called reference parameter. Examples
 - `void in_out(double& a, int &b, char & c);`
 - `int calc_function(float & xxx, double & a);`
- Unlike nonreference parameter, the memory that holds the parameter value is located in the calling program. This means that a change made to a reference parameter in the function changes the value of the argument in the calling program

[Reference Parameter Example]

```
intM minMax(ifstream infile, double& minval, int& minPos, double& maxval, int&
minPos ){
    int count=0;
    double val;
    if (infile.fail()) return count;
    infile >> val; count=1;
    minval=val; maxval=val;minPos=count;maxPos=count;
    while (!infile.fail()){
        infile>>val; count=count+1;
        if (val > maxval) {
            maxval =val;maxPos=count;
        }
        if (val < minval) {
            minval =val;minPos=count;
        }
    }
    if (infile.eof) return 0; else return count;
}
```

■ **Complete Program**