

## 10.5 Scope and life of variables and functions

- a) Local scope – A variable declared inside a block can be used only in the block. It cannot be used any other block.

Eg.

```
#include<iostream>
using namespace std;
int sum(int n1,int n2)
{
int s;
s=n1+n2;
return(s);
}
int main()
{
int n1,n2;
cout<<"Enter 2 numbers :";
cin>>n1>>n2;
cout<<"The sum is "<<sum(n1,n2);
}
```

Here the variable s is declared inside the function sum and has local scope;

- b) Global scope- A variable declared outside of all blocks can be used any where in the program.

```

#include<iostream>
using namespace std;
int s;
int sum(int n1,int n2)
{
s=n1+n2;
return(s);
}
int main()
{
int n1,n2;
cout<<"Enter 2 numbers :";
cin>>n1>>n2;
cout<<"The sum is "<<sum(n1,n2);
}

```

Here the variable s is declared out side of all functions and we can use variable s any where in the program

## 10.6 Recursive functions

A function calls itself is called recursive function.

**Qn. 1** How does C++ support modularity in programming  
C++ എങ്ങനെയാണ് പ്രോഗ്രാമിങ്ങിൽ modularity support ചെയ്യുന്നത്.

**Ans** The process of converting big programs into smaller programs is known as modularisation. This small programs are called modules or sub programs or functions. C++ supports modularity in programming called functions.

**Qn. 2** Consider the following code snippet  
താഴെ കൊടുത്തിട്ടുള്ള code ശ്രദ്ധിക്കുക.

```
char ch;  
cout << "Enter an alphabet" ; cin>>ch;  
cout << toupper (ch);
```

What is the output of the above code? Give a sample output

If the above code is used in a computer that has no cctype file, how will you modify the code to get the same output?

അതിന്റെ output എന്താണ് ? cctype എന്ന file ഇല്ലാത്ത കമ്പ്യൂട്ടറിൽ ഈ കോഡ് എഴുതിയാൽ എന്ത് സംഭവിക്കും. ശരിയായ ഉത്തരം കിട്ടുന്നതിനുവേണ്ടി എന്ത് മാറ്റം വരുത്തണം.

**Ans** It reads a character and convert it into upper case.  
Eg:

Enter an alphabet: a

The output is A.

If a computer has no cctype header file the code is as follows.

```
char ch;  
cout << "Enter an alphabet" ; cin>>ch;  
if (ch>=97 && ch<<122)  
cout<<ch - 32;
```

**Qn. 3** The following assignment statement will generate a compilation error.

താഴെ കൊടുത്തിട്ടുള്ള സ്റ്റേറ്റ്‌മെന്റ് ഒരു compilation error ഉണ്ടാക്കും.

```
char str[20]; str="Computer"
```

Write a correct C++ statement to perform the same task

ശരിയായ C++ statement എഴുതുക.

**Ans** char str[20] = "Computer";

or

```
char str[20];  
strcpy(str,"Computer"); (The header file <string.h>  
should be included)
```

Qn. 4

float area(const float pi=3.1415, const float r)

```

{
  r=10;
  return pi*r;
}

```

Is there any problem? If yes what is it?

ഇതിന് എന്തെങ്കിലും പ്രശ്നമുണ്ടോ? ഉണ്ടെങ്കിൽ എന്താണ്?

**ANS** There is an error. The error is , 'r' is a constant 'r' must be initialised and cannot be changed during execution.

Qn. 5

Match the following

ചേർക്കുക.

a) strcmp( )

b) tolower( )

c) sqrt( )

d) abort ( )

e) setw( )

1) ctype

2) iomanip

3) cstring

4) cstdlib

5) cmath

**ANS**

a) 3      b) 1      c) 5      d) 4      e) 2

Qn. 6

What are the jobs of a return statement in a program

ഒരു പ്രോഗ്രാമിൽ return statement ന്റെ ജോലി എന്തൊക്കെയാണ്?

**ANS** In the case of a sub function a return statement helps to terminate the sub function and return back to the main function or called function. But in the case of a main function it terminates the program.

Qn. 7

How to invoke a function in c++ program

C++ program ൽ ഒരു function invoke ചെയ്യുന്നതെങ്ങിനെ?

**ANS** A function can be called or invoked by providing the name of the function followed by the arguments in parenthesis

Eg. sum(m,n);

Qn. 8

Briefly explain constant arguments

Constant arguments നെക്കുറിച്ച് വിവരിക്കുക.

**ANS** By using the key word const we can make argument (parameter) of a function as a constant argument.

The value of the const argument cannot be modified within the function.

Qn. 9

Short notes on header files

Header files നെക്കുറിച്ച് ചെറിയ note എഴുതുക.

**ANS** A header file is a prestored file that helps to use some operators and functions. To write c++ programs the header files are must. Following are the header files

- alloc
- iostream
- iomanip
- cstdio
- cctype
- cmath
- cstring

The syntax for including a header file is as follows

```
#include<name of the header file>
```

Eg. #include<iostream>

**Qn. 10**

Identify the appropriate header files for the following.

താഴെ കൊടുത്തിട്ടുള്ളവയ്ക്ക് അനുയോജ്യമായ header file കൾ ഏതെന്ന് എഴുതുക.

- (a) setw ( ) (b) cout
- (c) toupper ( ) (d) exit ( )
- (e) strcpy ( )

- Ans**
- (a) setw ( ) - iomanip.h
  - (b) cout - iostream
  - (c) toupper ( ) - cstring
  - (d) exit ( ) - process
  - (e) strcpy ( ) - cstring

**Qn. 11**

(MARCH - 2015)

Construct the function prototypes for the following functions.

- a) The function Display ( ) accepts one argument of type double and does not return any value.
- b) Total ( ) accepts two arguments of type int, float respectively and returns a float type value. (2)

താഴെ പറയുന്ന ഫങ്ഷനുകൾക്ക് ആവശ്യമായ function prototypes

എഴുതുക.

- a) Display ( ) എന്ന Function double type - ൽ ഉള്ള വില സ്വീകരിക്കുന്നു. എന്നാൽ യാതൊരു വിലയും മടക്കി അയക്കുന്നില്ല.
- b) Total ( ) എന്ന Function int, float എന്നീ ടൈപ്പിൽ ഉള്ള വിലകൾ സ്വീകരിക്കുകയും float type-ൽ ഉള്ള വില മാത്രം മടക്കി അയക്കുകയും ചെയ്യുന്നു.

- Ans**
- a) void Display(double);
  - b) float Total(int, float);

**Qn. 12**

(SAY - 2015)

- a) Explain two types of variable according to its scope and life. (2)

സ്കോപ്പിന്റെയും ലൈഫിന്റെയും അടിസ്ഥാനത്തിൽ വേരിയബിളുകളെ രണ്ടായി തിരിച്ചിട്ടുണ്ടല്ലോ അവയെ വിശദമാക്കുക.

**Ans** Scope and life of variables and functions

- a) Local scope - A variable declared inside a block can be used only in the block. It cannot be used any other block.

Eg.

```
#include<iostream>
using namespace std;
int sum(int n1,int n2)
{
int s;
s=n1+n2;
return(s);
}
```

int main()

```
{
int n1,n2;
cout<<"Enter 2 numbers :";
cin>>n1>>n2;
cout<<"The sum is "<<sum(n1,n2);
}
```

Here the variable s is declared inside the function sum and has local scope;

- b) Global scope- A variable declared outside of all blocks can be used any where in the program.

```
#include<iostream>
using namespace std;
int s;
int sum(int n1,int n2)
{
s=n1+n2;
return(s);
}
```

int main()

```
{
int n1,n2;
cout<<"Enter 2 numbers :";
cin>>n1>>n2;
cout<<"The sum is "<<sum(n1,n2);
}
```

Here the variable s is declared out side of all functions and we can use variable s any where in the program)

**Qn. 13**

(SCERT SAMPLE - I)

There is a way to pass more than one value to the calling function from the called function. Explain how?

ഒരു കാൾഡ് ഫംഗ്ഷനിൽ (called function) നിന്നും കാളിംഗ് (calling) ഫംഗ്ഷനിലേക്ക് ഒന്നിലധികം വിലകൾ നൽകാൻ മാർഗ്ഗമുണ്ട്. എങ്ങനെയാണ് വിശദമാക്കുക. (2)

**Ans** Methods of calling functions

Two types call by value and call by reference.

- 1. Call by value : In call by value method the copy of the original value is passed to the function, if the function makes any change will not affect the original value.

Example

```
#include<iostream.h>
#include<conio.h>
void swap(int a, int b)
```

```

{
int temp;
temp=a;
a=b;
b=temp;
}
main()
{
clrscr();
int a,b;
cout<<"Enter values for a and b:- ";
cin>>a>>b;
cout<<"The values before swap a="<<a<<" and
b="<<b;
swap(a,b);
cout<<"\nThe values before swap a="<<a<<" and
b="<<b;
getch();
}

```

2) **Call by reference** : In call by reference method the address of the original value is passed to the function, if the function makes any change will affect the original value.

**Example**

```

#include<iostream.h>
#include<conio.h>
void swap(int &a, int &b)
{
int temp;
temp=a;
a=b;
b=temp;
}
main()
{
clrscr();
int a,b;
cout<<"Enter values for a and b:- ";
cin>>a>>b;
cout<<"The values before swap a="<<a<<" and
b="<<b;
swap(a,b);
cout<<"\nThe values before swap a="<<a<<" and
b="<<b;
getch();
}

```

Qn. 14

(SCERT SAMPLE - II)

A

```

int sum (int N, int Start_No)
{
int i, S = 0;
for (i = Start_No; i <= N + Start_No; i++)
S = S + i ;
return S ;
}

```

**Qn. 15**

**(SAY - 2016)**

Differentiate between the string functions strcmp() and strcmpi().

സ്ട്രിംഗ് ഫംഗ്ഷനുകളായ strcmp(), strcmpi() എന്നിവ തമ്മിലുള്ള വ്യത്യാസം എഴുതുക. **(2)**

**Ans:** strcmp()- It is used to compare two strings and returns an integer.

Syntax: strcmp(string1, string2)

- if it is 0 both strings are equal.
- if it is greater than 0 (i.e. +ve) string1 is greater than string2
- if it is less than 0 (i.e. -ve) string2 is greater than string1

strcmpi()- It is same as strcmp() but it is not case sensitive. That means uppercase and lowercase are treated as same.

Eg. "ANDREA" and "Andrea" and "andrea" these are same.

**Qn. 16**

**(MARCH - 2017)**

Read the function definition given below. Predict the output, if the function is called as convert (7);

താഴെ തന്നിരിക്കുന്ന ഫംഗ്ഷൻ നിർവചനം വായിക്കുക. convert (7); എന്ന് വിളിച്ചാൽ ലഭിക്കുന്ന ഔട്ട്പുട്ട് എന്തായിരിക്കുമെന്ന് പറയുക.

```
void convert (int n)
```

```
{  
    if (n>1)  
        convert (n/2);  
    cout<<n%2;  
}
```

**(2)**

**Ans:** The out put is 111. convert() is a recursive function.