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		otherwise, it returns x		
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EX: C++ program to Calculate $\sqrt{x^0} + \sqrt{x^2} - \sqrt{x^4} + \sqrt{x^8} - \sqrt{x^{16}} \dots (+/-)\sqrt{x^n}$ series.

```
#include <iostream>
#include <cmath>
using namespace std;
int main () {
    int n,s=1;
    double x,sum=1;
    cout<< "enter the values of X ";
    cin>>x;
    cout<<"\n enter the number of quantities ";
    cin>>n;
    for (int i=1;i<n;i++)
        {x=pow(x,2);
        sum+=(s*sqrt(x));
        s*=-1;}
    cout<<"\n the result is: "<<sum;
    return 1;}

```

EX: C++ program to Calculate series $\sqrt{x^0} / \sqrt{y^1} + \sqrt{x^2} / \sqrt{y^3} - \sqrt{x^3} / \sqrt{y^4} + \sqrt{x^4} / \sqrt{y^5} - \sqrt{x^5} / \sqrt{y^6} \dots (+/-)\sqrt{x^n} / \sqrt{y^{n+1}}$

```
#include <iostream>
#include <cmath>
using namespace std;
int main () {
    int n,s=1;
    double x,y,sum=0;
    cout<< "enter the values of X and Y ";
    cin>>x>>y;
    cout<<"\n enter the number of quantities ";
    cin>>n;
    for (int i=0;i<n;i++)
        {sum+=(s*sqrt(pow(x,i))/sqrt(pow(y,i+1)));
        s*=-1;}
    cout<<"\n the result is: "<<sum;

```

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```
return 1;}
```

EX: C++ program to compute the number of upper letters in any string and convert them into lower ones.

```
#include <iostream>
#include <string>
#include <cctype>

using namespace std;
int main () {
    string st1;
    int c=0;
    cout<<"enter your string: ";
    cin>>st1;
    int len=st1.length();
    for(int i=0;i<len;i++)
        if(isupper(st1[i]))
            {c++;
             st1[i]=tolower(st1[i]);}
    cout<< "\n the number of upper letter is "<<c;
    cout<< "\n the new string is "<<st1<<"\n";
    return 1;}
```

1.9 User-Defined Functions

Using functions in a program greatly enhances its readability because it reduces the complexity of the **main** function. Also, once you write and properly debug a function, you can use it in the program (or different programs) again and again without having to rewrite the same code repeatedly.

User-defined functions in C++ are classified into two categories:

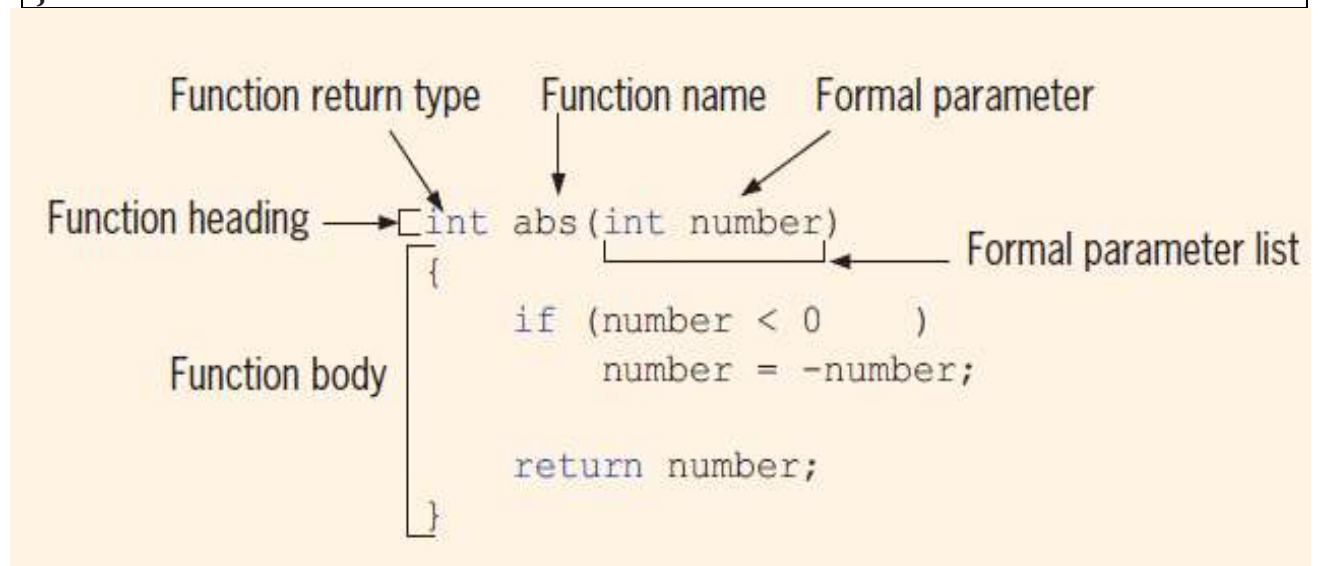
- **Value-returning functions**—functions that have a return type. These functions return a value of a specific data type using the **return** statement, which we will explain shortly.

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- **Void functions**—functions that do not have a return type. These functions do not use a **return** statement to return a value.

The syntax of a value-returning function is:

```
functionType functionName(dataType identifier, dataType identifier, ...)  
{  
  Statements  
  return expr;  
}
```

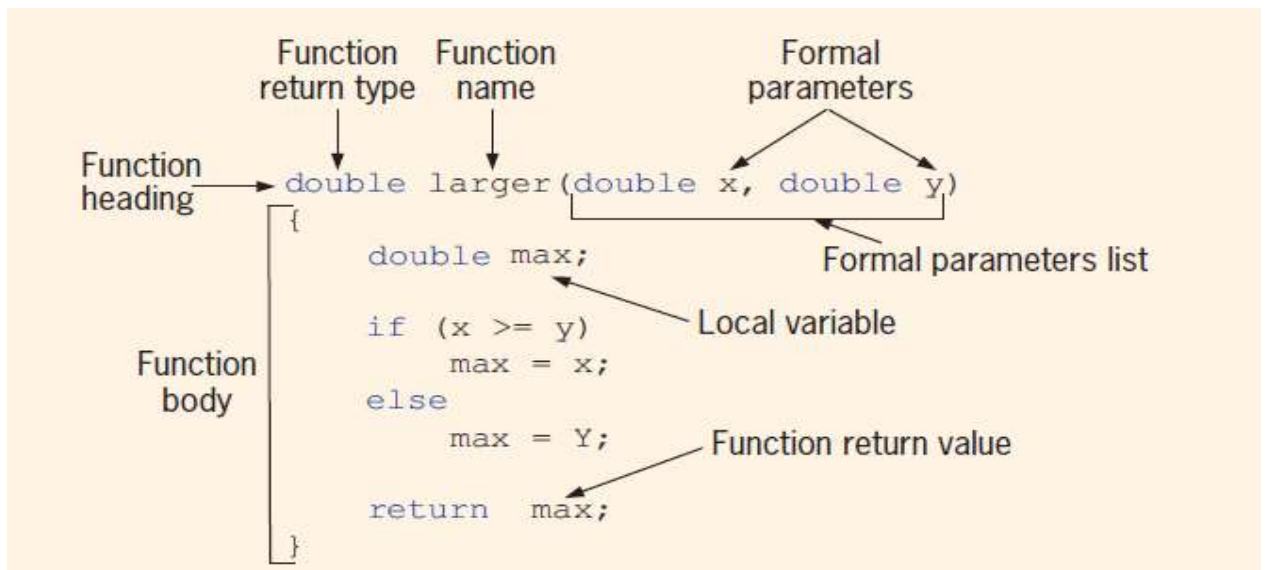


The syntax to call a value-returning function is:

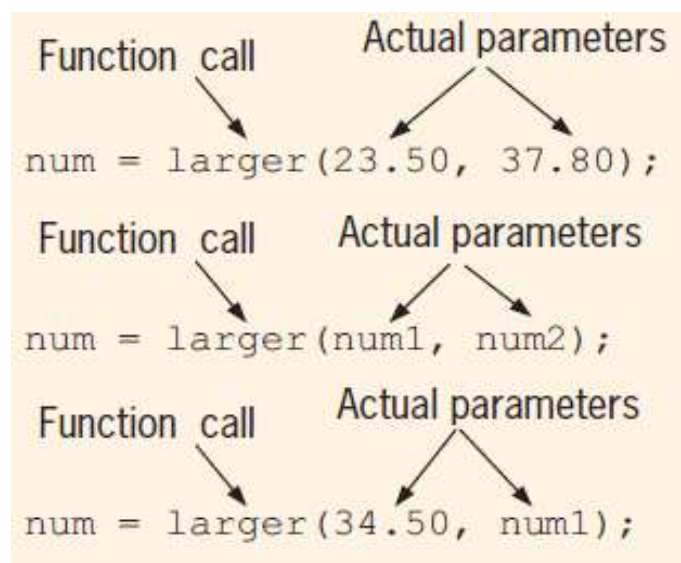
```
functionName(actual parameter list)
```

```
cout<<abs(-500);
```

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Suppose that `num`, `num1`, and `num2` are `double` variables. Also suppose that `num1 = 45.75` and `num2 = 35.50`. Figure 6-3 shows various calls to the function `larger`.



EX: c++ program to find larger among three numbers using previous function `larger`.

```
#include <iostream>
using namespace std;
double larger(double x, double y)
{
    if (x >= y)
        return x;
    else
```

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```
        return y;
    }
double compareThree(double x, double y, double z)
{
    return larger(x, larger(y, z));
}
int main () {
double num1,num2,num3;
cout<<"enter three numbers: ";
cin>>num1>>num2>>num3;
cout<<"\n larger number is:"<<compareThree(num1,num2,num3);
return 1;}
```

OR:

```
#include <iostream>
using namespace std;
double larger(double , double ); //function prototype
double compareThree(double , double , double ); //function prototype
int main () {
double num1,num2,num3;

cout<<"enter three numbers: ";
cin>>num1>>num2>>num3;
cout<<"\n larger number is:"<<compareThree(num1,num2,num3);
return 1;}
double larger(double x, double y)
{
    if (x >= y)
        return x;
    else
        return y;
}
double compareThree(double x, double y, double z)
{
    return larger(x, larger(y, z));
}
```

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EX: C++ program to reverse any number (3451 converts to 1543)

```
#include <iostream>
using namespace std;
int reversed_number(int num)
{
    int rem,rev=0;
    while(num != 0) {
        rem = num % 10;
        rev = rev * 10 + rem;
        num /= 10;
    }
    return rev;
}
int main() {
    int n;
    cout << "Enter an integer: ";
```

```
cin >> n;
    cout << "Reversed Number = " <<
reversed_number(n);
    return 0;
}
```

EX: C++ program to compute the number of consonant letters in any string.

```
#include <iostream>
#include <cctype>
#include <string>
using namespace std;
bool vowel(char ch)
{ ch=tolower(ch);
    switch (ch)
    {
        case'e':
        case'u':
        case'i':
        case'o':
            return true;
            break;
        default:
            return false;}}
int main() {
    string st;
    int len,c=0;
    cout << "Enter a string: ";
    cin >> st;
    len=st.length();
```

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```
for(int i=0;i<=len-1;i++)
    if(!vowel(st[i]))
        c++;
cout << "/n number of con-letters is = " << c<<endl;
return 0;}
```

1.10 Examples of Void functions

EX: C++ program to show the following pattern using two functions one to print space and the second to print stars.

<pre>#include <iostream> using namespace std; void space(int z) { for(int i=1;i<=z;i++) cout<<" ";} void stars(int z) { for(int i=1;i<=z;i++) cout<<"*";}</pre>	<pre>int main() { int n; cout << "Enter number of columns: "; cin >> n; for(int i=1;i<=n;i++) {space(n-i); stars(i); cout<<endl;}</pre>	<pre> * * * * * * * * * *</pre>
---	--	--

EX: C++ program to show the following pattern using functions to print space for each line.

```
#include <iostream>
#include <iomanip>
using namespace std;
void line(int start, int end)
{ for(int i=0;i<=end;i++)
  cout<<setw(4)<<start++;}
int main() {
  int n,s=0,e;
  cout << "Enter number of columns: ";
  cin >> n;
  for(int i=1;i<=n;i++)
    {line(s,n);
```

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

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```
s=s+4;
cout<<endl;}
return 0;}
```

EX: C++ program to show the following pattern using functions to print space for each line and the second to print numbers.

```
#include <iostream>
#include <iomanip>
using namespace std;
void space(int z)
{ for(int i=1;i<=z;i++)
  cout<<setw(4)<<" ";}
void line(int start, int end)
{ for(int i=0;i<=end;i++)
  cout<<setw(4)<<start++;}
int main() {
  int n,s,e=0;
  cout << "Enter number of columns: ";
  cin >> n;
  s=n-1;
  for(int i=0;i<n;i++)
  {space(s--);
  line(i+e,e);
  e=e+2;
  cout<<endl;}
  return 0;}
```

```
          0
         1  2  3
        4  5  6  7  8
       9 10 11 12 13 14
```

EX C++ program shows the following pattern using functions to print space for each line.

<pre>#include <iostream> #include <iomanip> using namespace std;</pre>	<pre>int main() { int n; char ch='A';</pre>	<pre>A B B C C C</pre>
--	---	------------------------

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<pre>void space(int z) { for(int i=1;i<=z;i++) cout<<setw(4)<<" ";} void line_C(char c, int num) { for(int i=0;i<num;i++) cout<<setw(4)<<c;}</pre>	<pre>cout << "Enter number of columns: "; cin >> n; for(int i=1;i<=n;i++) {line_C(ch++,i); cout<<endl;} return 0;}</pre>	D D D D
--	---	----------------

1.11 Examples of functions and string

C++ program to swap any string split capital letters from small letters or remove any digits or special characters from a string.

```
#include <iostream>
#include<string>
using namespace std;
string swap(string st)
{ char ch;
  int len=st.length()-1;
  for(int i=0;i<=len/2;i++)
    {ch=st[i];
     st[i]=st[len-i];
     st[len-i]=ch;}
  return st;
}
bool sma_let(char ch)
{
  if(ch>='a' and ch<='z')
    return true;
  else
    return false;
}
bool cap_let(char ch)
{
  if(ch>='A' and ch<='Z')
    return true;
  else
```

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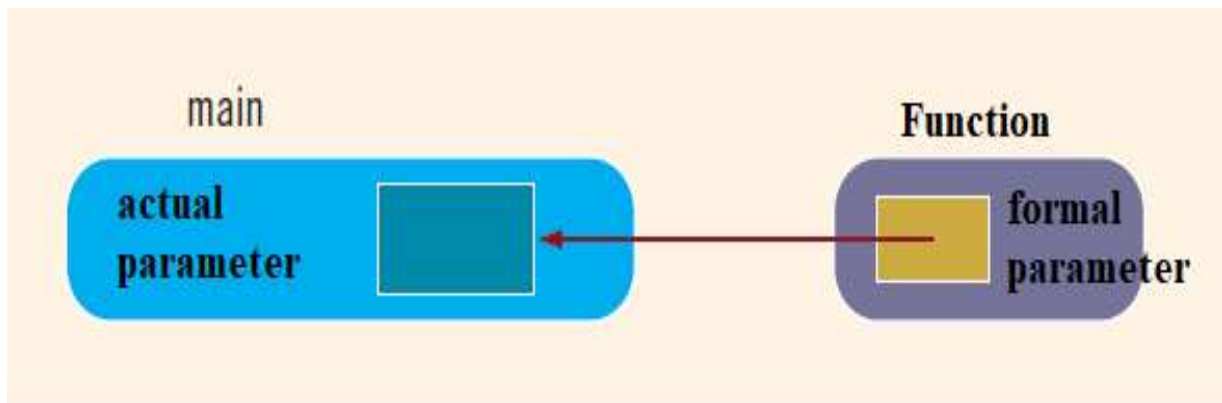
```
        return false;
    }
void split(string st)
{ string sm="",ca="";
  int len=st.length()-1;
  for(int i=0;i<=len;i++)
    if(sma_let(st[i]))
      sm.append(1, st[i]);
    else if(cap_let(st[i]))
      ca.append(1, st[i]);
  cout<<"small letter string is: "<<sm;
  cout<<"\ncapital letter string is: "<<ca;}
void remov(string st)
{ string s="ee";
  int len=st.length()-1;
  for(int i=0;i<=len;i++)
    if((sma_let(st[i]))||(cap_let(st[i])))
      s.append(1,st[i]);
  cout<<"new string is: "<<s;}
void showChoices()
{
  cout << "\nEnter--"<<endl;
  cout << "1: To swap a string "<< endl;
  cout << "2: To split capital letters from small letters"<< endl;
  cout << "3: To remove any digits or special characters from a string"<< endl;
  cout << "99: To quit the program." << endl;
}
int main() {
  int choice;
  string st;
  do
  {
    showChoices();
    cin >> choice;
    cout << endl;
  }
```

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```
switch (choice)
{
case 1:
    cout << "Enter a string: ";
    cin >> st ;
    cout << endl;
    cout<<swap(st);
break;
case 2:
    cout << "Enter a string: ";
    cin >> st ;
    cout << endl;
    split(st);
break;
case 3:
    cout << "Enter a string: ";
    cin >> st ;
    cout << endl;
    remov(st);
break;
case 99:
    break;
default:
    cout << "Invalid input." << endl;
}
}
while (choice != 99);
return 0;}
```

1.12 Reference variables as parameters

The reference parameter receives the address (memory location) of the actual parameter. Reference parameters can pass one or more values from a function and change the actual parameter's value.



EX: C++ program reads a course score and prints the course grade.

```
#include <iostream>
using namespace std;
void getScore(int& score)
{
    cout << " Enter course score: ";
    cin >> score;
    cout << endl << "Line 6: Course score is "
    << score << endl;
}
void printGrade(int cScore)
{
    cout << "Your grade for the course is ";
    if (cScore >= 90)
        cout << "A." << endl;
    else if (cScore >= 80)
        cout << "B." << endl;
    else if (cScore >= 70)
        cout << "C." << endl;
    else if (cScore >= 60)
        cout << "D." << endl;
    else
        cout << "F." << endl;}
int main()
{
```

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```
int courseScore;
cout << " Based on the course score, \n"
<< " this program computes the "
<< "course grade." << endl;
getScore(courseScore);
printGrade(courseScore);
return 0;
}
```

EX: C++ program to swap the string.

```
#include <iostream>
#include<string>
using namespace std;
void swap_ch(char& ch1,char& ch2)
{
    char temp=ch1;
    ch1=ch2;
    ch2=temp; }
void swap_st(string& st)
{ int len=st.length()-1;
  for(int i=0;i<=len/2;i++)
    swap_ch(st[i],st[len-i]);}
int main()
{string st;
  cout<<"Enter the string:";
  cin>>st;
  swap_st(st);
  cout<<"\nthe swapped string is :"<<st<<endl;}
```

1.13 functions and arrays

C++ does not allow functions to return a value of the type array. C++ arrays are always passed by reference.

EX: C++ program to initialize an array, read, print, and find the larger element in an array.

```
#include <iostream>
```

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```
using namespace std;
int size = 10;
void initializeArray(int x[],int sizeX)
{
    for(int i=0;i<=sizeX;i++)
        x[i]=0;
}

void fillArray(int x[],int sizeX)
{ cout<<"\n enter the elements of array\n";
  for(int i=0;i<=sizeX;i++)
    cin>>x[i]; }
void printArray( int x[],int sizeX)
{
    for(int i=0;i<=sizeX;i++)
        cout<<"\nx["<<i<<"]="<<x[i]; }
int sumArray( int x[],int sizeX)
{   int sum=0;
    for(int i=0;i<=sizeX;i++)
        sum+=x[i];
    return sum; }
int LargestElement( int x[],int sizeX)
{   int large=x[0];
    for(int i=1;i<=sizeX;i++)
        if(x[i]>large)
            large=x[i];
    return large;}
int main()
{
    int list[10],size=10;
    initializeArray(list,size);
    printArray(list,size);
```

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```
fillArray(list,size);  
printArray(list,size);
```

```
cout<<"\nlarger element in array is: "<<LargestElement(list,size);  
cout<<"\n summation of array: "<<sumArray(list,size);  
}
```

EX: C++ program to swap each string in the array into another array and print them together.

```
#include <iostream>  
#include<string>  
int size=5;  
using namespace std;  
void swap_ch(char& ch1,char& ch2)  
{  
    char temp=ch1;  
    ch1=ch2;  
    ch2=temp;  
}  
void swap_st(string& st)  
{ int len=st.length()-1;  
    for(int i=0;i<=len/2;i++)  
        swap_ch(st[i],st[len-i]);  
}  
void swap_arr(string st_ar[], string sw_st[],int sizeX)  
{ cout<<"moon";  
    string st;  
    for(int i=0;i<sizeX;i++)  
        {st=st_ar[i];  
        swap_st(st);  
        sw_st[i]=st;    } }
```