Announcements

Thursday Extra 4:00 in CS Commons/Science 3821
none this week

Office hours: Tues: canceled;
Mon, Wed/Thurs/Fri: 2:30-4:00
Mentor sessions Sun, Tues. 7-8 (pm) Commons

More Functions with parameters

Questions

More Clicker Questions

Pre-conditions
What is printed by the following program:

```c
#include <stdio.h>

void procA (int r , int * s)
{  printf ("procA-1: r: %2d, *s: %2d\n", r , *s);
   r = 12;
   *s = 17;
   printf ("procA-2: r: %2d, *s: %2d\n", r , *s);
}

void procB (int x, int * y)
{  printf ("procB-1: x: %2d, *y: %2d\n", x, *y);
   x = 22;
   *y = 29;
   procA (*y, &x);
   printf ("procB-2: x: %2d, *y: %2d\n", x, *y);
}

int main()
{  int a = 4;
   int b = 8;
   printf ("main-1:  a: %2d, a:  %2d\n", a, b);
   procB(a, &b);
   printf ("main-2:  a: %2d, a:  %2d\n", a, b);
   return 0;
}
```
Consider the program

```c
#include <stdio.h>
double addThreeSides // add 2 sides + bottom of rectangle
               (double width, double length)
{
    double sum = 2.0 * width + length;
    return sum;
}

int main ()
{
    double width = 3.0;
    double length = 5.0;
    addThreeSides;
    printf ("a %.1lf by %.1lf rectangle\n", width, length);
    printf ("has sum %.1lf\n", sum);
    return 0;
}
```

What happens if we try to compile and run the program?

A. program does not compile or does not run
B. a 3.0 by 5.0 rectangle has sum ?????
C. a 3.0 by 5.0 rectangle has sum 11.0
D. a 3.0 by 5.0 rectangle has sum 13.0
E. a 5.0 by 3.0 rectangle has sum 13.0
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{
    double width = 3.0;
    double length = 5.0;
    double sum;
    sum = addThreeSides (length, width);
    printf ("a %.1lf by %.1lf rectangle\n", width, length);
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What pre-conditions should be stated for this function?
A. both \( b^2 - 4ac \geq 0 \) and \( a, b, \) and \( c \) are doubles
B. only \( b^2 - 4ac \geq 0 \)
C. only \( a, b, \) and \( c \) are doubles
D. no pre-conditions need to be stated
E. I'm not sure how to subtract "conditions" from "pre"