Functions, Part 3 of 3

Topics:

- Coding Practice
  - In-Class Project: The Box
  - In-Class Project: Drawing a Rectangle

Reading:

- None

1

Coding Practice

- Let's take the algorithms that we developed in "Algorithms, Part 3 of 3", modularize them, and code them.

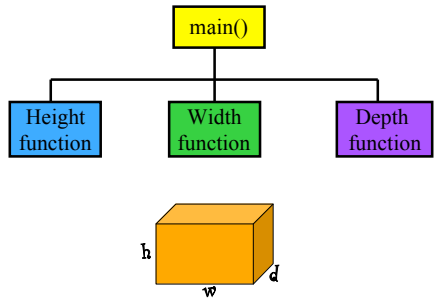
2

The Box

Problem: Write an interactive program to compute and display the volume and surface area of a box. The program must also display the box dimensions. Error checking should be done to be sure that all box dimensions are greater than zero.

3

Hierarchy Chart



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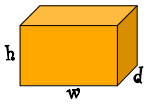
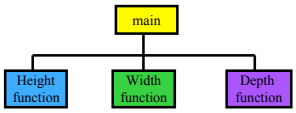
The Box – Pseudocode for height function

```
Display "Enter the height:  "
Read <height>
While (<height>  <=  0 )
    Display "The height must be > 0"
    Display "Enter the height:  "
    Read <height>
End_while
Return height
```





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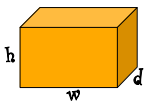
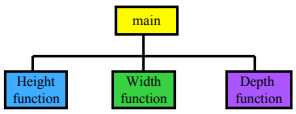
The Box - Pseudocode for width function

```
Display "Enter the width:  "
Read <width>
While (<width>  <=  0 )
    Display "The width must be > 0"
    Display "Enter the width:  "
    Read <width>
End_while
Return width
```





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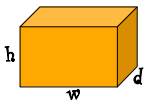
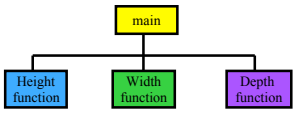
The Box – Pseudocode for depth function

```
Display "Enter the depth:  "
Read <depth>
While (<depth>  <=  0 )
    Display "The depth must be > 0"
    Display "Enter the depth:  "
    Read <depth>
End_while
Return depth
```





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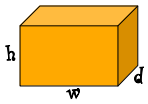
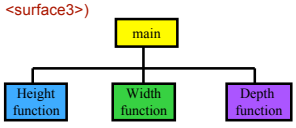
The Box - Pseudocode (cont.)

```
Call height_function saving answer in <height>
Call width_function saving answer in <width>
Call depth_function saving answer in <depth>

<volume> = <height>  X  <width>  X  <depth>

<surface1> = <height>  X  <width>
<surface2> = <width>  X  <depth>
<surface3> = <height>  X  <depth>
<surface area> =  2  X  (<surface1>  +  <surface2>
                         +  <surface3>)
```





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The Box - Pseudocode (cont.)

```
Display "Height = ", <height>
Display "Width = ", <width>
Display "Depth = ", <depth>
Display "Volume = ", <volume>
Display "Surface Area = ", <surface area>
```

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Code the Design

```
#include <stdio.h>
   int height_function( void );
   int width_function( void );
   int depth_function( void );
```

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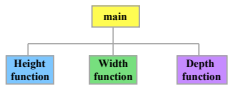
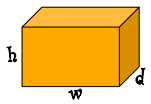
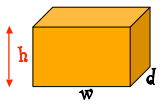
```
int main( void )
{
   int height, width, depth, volume;
   int surface1, surface2, surface3, surface_area;

   height = height_function( );
   width =  width_function( );
   depth = depth_function( );

   volume = height * width * depth;

   surface1 = height * width;
   surface2 = width * depth;
   surface3 = height * depth;
   surface_area = 2 * (surface1 + surface2 + surface3);

   printf( "Height = %d\n", height );
   printf( "Width = %d\n", width );
   printf( "Depth = %d\n", depth );
   printf( "Volume = %d\n", volume );
   printf( "Surface Area = %d\n", surface_area );

   return 0;
}
```





height_function( )

```
int height_function( void )
{
   int height;

   printf( "Enter the height:  " );
   scanf( "%d", &height);

   while( height <= 0 )
   {
         printf( "The height must be > 0\n" );
         printf( "Enter the height:  " );
         scanf( "%d", &height);
   }
   return height;
}
```



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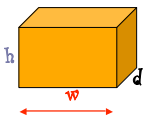
width_function( )

```
int width_function( void )
{
    int width;

    printf( "Enter the width:  " );
    scanf( "%d", &width );

    while( width <= 0 )
    {
        printf( "The width must be > 0" );
        printf( "Enter the width:  " );
        scanf( "%d", &width );
    }

    return width;
}
```



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depth_function( )

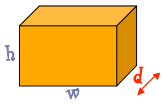
```
int depth_function( void )
{
    int depth;

    printf( "Enter the depth:  " );
    scanf( "%d", &depth );

    while( depth <= 0 )
    {
        printf( "The depth must be > 0" );
        printf( "Enter the depth:  " );
        scanf( "%d", &depth );

    }

    return depth;
}
```



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Drawing a Rectangle

Problem: Write an interactive program that will draw a solid rectangle of asterisks (*). The program must also display the dimensions of the rectangle. Error checking must be done to be sure that the dimensions are greater than zero.

```
* * * * * * * * * * * * *
*                       *
*                       *
* * * * * * * * * * * * *
```

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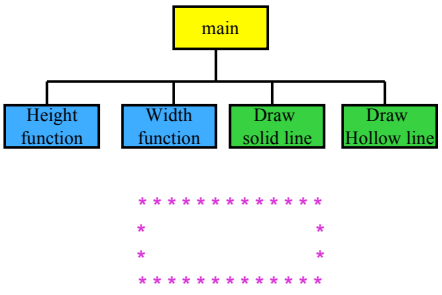
Hierarchy Chart




```
**************
*            *
*            *
**************
```

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The Rectangle – Pseudocode for **Height_function**

```
Display "Enter the height: "
Read <height>
While (<height>  <=  0 )
    Display "The height must be > 0"
    Display "Enter the height: "
    Read <height>
End_while
Return <height>
```

```
**************
*            *
*            *
**************
```

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The Rectangle - Pseudocode for Width_function

```
Display "Enter the width: "
Read <width>
While (<width>  <=  0 )
    Display "The width must be > 0"
    Display "Enter the width: "
    Read <width>
End_while
return <width>
```

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The Rectangle – Pseudocode function Draw_solid_line

```
Receive width_size
Set I to 0
While ( I < width_size )
        Display “*”
        add 1 to I
Display “\n”
```

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The Rectangle – Pseudocode function Draw_hollow_line

```
Receive <width_size>
Display “*”
Set I to 0
While ( I < <width_size> - 2 )
        Display “ ”
        add 1 to I
Display “*\n”
```

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The Rectangle - Pseudocode main function

```
Call Height_function saving answer in <height>
Call Width_function saving answer in <width>
Skip a line
```

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The Rectangle - Pseudocode (cont.)

```
Call Draw_solid_line sending <width>
Set height_counter to 1
While ( <height counter>  <=  <height - 2> )
    call Draw_hollow_line sending width
  <height counter> = <height counter> + 1
End_while
Call Draw_solid_line sending width
```

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The Rectangle Code

```
#include <stdio.h>
int height_function( void );
int width_function( void );
void draw_solid_line( int width_size );
void draw_hollow_line( int width_size );
```

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```
int main( void )
{
    int height;
    int     width;
    int height_counter;

    height = height_function(  );
    width = width_function(  );
    printf( "\n" );

    draw_solid_line( width );
    height_counter = 1;

    while ( height_counter < ( height - 2 ) )
    {
          draw_hollow_line( width );
          height_counter++;
    }

    draw_solid_line( width );

    return 0;
}
```

height_function( ) – software reuse

```
int height_function( void )
{
    int height;

    printf( "Enter the height:  " );
    scanf( "%d", &height);

    while( height <= 0 )
    {
        printf( "The height must be > 0\n" );
        printf( "Enter the height:  " );
        scanf( "%d", &height);
    }
    return height;
}
```

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width_function( ) – software reuse

```
int width_function( void )
{
    int width;

    printf( "Enter the width:  " );
    scanf( "%d", &width );

    while( width <= 0 )
    {
        printf( "The width must be > 0" );
        printf( "Enter the width:  " );
        scanf( "%d", &width );
    }

    return width;
}
```

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draw_solid_line( )

```
void draw_solid_line( int width_size )
{
    int i;

    i = 0;

    while ( i < width_size )
    {
        printf( "*" );
        i++;
    }
    printf( "\n" );

}
```

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draw_hollow_line( )

```
void draw_hollow_line( int width_size )
{
    int i;

    printf( "*" );
    i = 0;

    while( i < ( width_size - 2 ) )
    {
        printf( " " );
        i++;
    }
    printf( "*\n" );

}
```

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