

Functions

C Reference

Parameters & return values

A function takes parameters 参数 (inputs) and gives back a return value 返回值. The return type comes first (int, double, ...); void means it returns nothing.

```
#include <stdio.h>

int square(int x) {           // x is a parameter
    return x * x;           // hand back a value
}

int main(void) {
    int r = square(5);
    printf("%d\n", r);      // 25
    return 0;
}
```

Prototypes & scope

C reads top to bottom, so a function must be known before it is called. A prototype 函数原型—the header line plus ;—declares it early so you can keep main first. A variable's scope 作用域 is the block it lives in: it is local 局部 and disappears when the block ends.

```
#include <stdio.h>

int add(int a, int b);      // prototype: declared before use

int main(void) {
    printf("%d\n", add(3, 4)); // 7
    return 0;
}

int add(int a, int b) {     // definition comes later
    int sum = a + b;       // sum is local to add
    return sum;
}
```