

§4.1-4.2: Procedures

devo

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CMPT14x
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Reminders:

1) *journals* in folder

Review of (3.4-3.8)

- **Loops**: WHILE, REPEAT
- **Sentinel** variables
- Loop **counters**
- Using mathematical **closed forms** instead of loops
- An example of problem-solving (**postpone til Thu**)
 - **Stub** program
 - Using **ReadResult()** to test the previous Read operation

What's on for today (4.1-4.2)

- **Helper** functions: ABS, CAP, INC, DEC
- **Qualified** IMPORT
- **Procedures**:
 - **No** parameters
 - **Read-only** parameters
 - **Writeable** parameters
 - Both kinds of parameters
 - **Formal** vs. **actual** parameters
 - **Scope**

Miscellaneous helper functions

- **ABS**: $\text{ABS}(-5) = 5$
- **CAP**: $\text{CAP}(\text{"a"}) = \text{"A"}$
- **INC/DEC**:
 - $\text{INC}(\text{counter}); \Rightarrow \text{counter} := \text{counter} + 1;$
 - $\text{INC}(\text{counter}, 2); \Rightarrow \text{counter} := \text{counter} + 2;$
- **BOOLEAN** type:

```
VAR
```

```
    M2IsCool : BOOLEAN;
```

```
BEGIN
```

```
    M2IsCool := TRUE;
```

Qualified IMPORT

- Import **individual** functions from a library:

```
FROM STextIO IMPORT  
    WriteString, WriteLn;
```

- Or import an entire **library**:

```
IMPORT STextIO;  
BEGIN  
    STextIO.WriteString (“Hello World!”);  
    STextIO.WriteLn;
```

- **Qualified** identifier: `STextIO.WriteString`
- **Unqualified** identifier: `WriteString`

Procedures

- Fourth program structure/flow abstraction is **composition**
- This is implemented in Modula-2 using
 - **Procedures**
 - Function procedures
 - Recursion
- A **procedure** is a chunk of code doing a **sub-task**
 - Written **once**, can be used **many** times
- We've already been using procedures:
 - WriteString, ReadCard, SkipLine, etc.

Procedure input and output

- Procedures can do the same thing every time:
 - WriteLn;
- Or rely upon input data:
 - WriteString (“Hello World”);
- Or produce/alter a variable:
 - ReadReal (width);
- Or both input and output data:
 - INC (counter, 2);
- The variables in parentheses are called **parameters** (or **arguments**) to the procedure



Example: no parameters

- Procedure to print program **usage** info:

```
MODULE SphereVolume;  
IMPORT STextIO, SRealIO;
```

```
PROCEDURE PrintUsage;
```

```
BEGIN
```

```
    STextIO.WriteString (“This program calculates the volume ”);
```

```
    STextIO.WriteString (“of a sphere, given its radius.”);
```

```
    STextIO.WriteLine;
```

```
END PrintUsage;
```

```
BEGIN
```

```
    PrintUsage;
```


Scope

- Procedures inherit **declarations** from enclosing procedures/modules:
 - Didn't need to re-IMPORT `STextIO`
 - **Declarations:**
 - ◆ `IMPORT`
 - ◆ `VAR, CONST`
 - ◆ Other procedures

Example: read-only parameters

```
MODULE SphereVolume;  
IMPORT STextIO, SRealIO;
```

*formal
parameter*

```
PROCEDURE PrintSphereVol (volume : REAL);
```

```
BEGIN
```

```
    STextIO.WriteString (“Your sphere has a volume of”);
```

```
    SRealIO.WriteFixed (volume, 2, 0);
```

```
    STextIO.WriteLine;
```

```
END PrintSphereVol;
```

```
BEGIN
```

```
    PrintSphereVol (5.0);
```

*actual
parameter*



Example: writeable parameters

```
MODULE SphereVolume;  
IMPORT STextIO, SRealIO;
```

```
PROCEDURE GetRadius (VAR userInput : REAL);
```

```
BEGIN
```

```
    STextIO.WriteString (“What is the radius of your sphere? ”);
```

```
    SRealIO.ReadReal (userInput);
```

```
END GetRadius;
```

```
VAR
```

```
    radius : REAL;
```

```
BEGIN
```

```
    GetRadius (radius);
```

*Can access both
userInput, radius*

*Can access
only radius*

Example: both types of params

```
MODULE SphereVolume;  
IMPORT STextIO, SRealIO;
```

```
PROCEDURE CalcVol (radius: REAL; VAR volume : REAL);
```

```
CONST
```

```
    Pi = 3.14159265358979323846;
```

```
BEGIN
```

```
    volume := (4.0 / 3.0) * Pi * radius * radius * radius;
```

```
END CalcVol;
```

```
VAR vol : REAL;
```

```
BEGIN
```

```
    CalcVol (5.0, vol);
```

*Can access radius,
volume, Pi, vol*

*Can access
only vol*

More on scope

```
VAR global1, global2, global3: REAL;  
PROCEDURE Proc1 (VAR param1, param2 : REAL);  
BEGIN  
    param2 := param1 * global3;  
END Proc1;
```

*Global variable:
poor design!*



```
BEGIN  
    global1 := 2.0;  
    global3 := 3.0;  
    Proc1 (global1, global2);  
    global3 := 5.0;  
    Proc1 (global1, global2);
```

global2 = 6.0



global2 = 10.0



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TODO items

- **Homework:** §3.14 #17, 36 (hand in on Fri)
- **Lab3** next week: §4.11 #(33 / 34 / 41)
- **Reading:** through §4.7 for Fri