

# Function Pointers

15-123

Systems Skills in C and Unix

# Code and Data

```
int foo( ){  
    .....  
}
```

```
int main (int argc, char* argv[]) {  
    foo();  
    .....  
}
```

↓  
Assembly code

```
main:  
.LFB6:  
    pushq %rbp  
.LCF12:  
    movq %rsp, %rbp  
.LCF13:  
    subq $32, %rsp  
.LCF14:  
    movl %edi, -20(%rbp)  
    movq %rsi, -32(%rbp)  
    movl $10, -4(%rbp)  
    movl -4(%rbp), %edi  
    call foo  
    leave  
    ret
```



# Functions as pointers

- Function code is stored in memory
- Start of the function code or the address of a function is a “function pointer”
- Function pointer is “different” from other pointers since you do not allocate or deallocate memory with them
- Function pointers can be passed as arguments to other functions or return from functions

# Why use function pointers?

- Efficiency
- Elegance
- Runtime binding
  - Determine sorting function based on type of data at run time
    - Eg: insertion sort for smaller data sets ( $n < 100$ )
    - Eg: Quicksort for large data sets ( $n > 100000$ )
    - Other sorting algorithms based on type of data set

# Defining a function pointer

`int (*fn)(int, int);`

Diagram illustrating the definition of a function pointer. The word `int` is circled. The `*fn` is underlined, with two arrows pointing to it from the word `variable` written below. The parameters `(int, int)` are also underlined.

```
int GCD(int a, int b) {  
    gcd  
    return gcd;  
}
```

```
fn = &GCD;
```

`typedef int (*Ptr)(int, int);`

```
Ptr fn;
```

```
printf("%d", fn(10, 15));
```

# Using function pointers

```
int mystery(int a, int b, int (*fn)(int,int)) {  
    return ((*fn)(a,b));  
}
```

Now let us define two functions as follows.

```
int gcd(int a, int b) { ....}  
int sumofsquares(int x, int y) { return (x*x + y*y);}
```

Now let us call mystery

```
fn = &gcd;  
printf("%d", mystery(10,15,fn))
```

# Functions that return function pointers

```
typedef int (*Ptr)(int,int);
```

```
Ptr Convert(const char code) {  
    if (code == '+') return &Sum;  
    if (code == '-') return &Difference;  
}
```

Use the Convert function as follows

```
int main ( ) {  
    int (*ptr)(int,int); /* or: Ptr ptr; if you have a typedef */  
    ptr = Convert('+');  
    printf( "%d \n", ptr(2,4));  
}
```

# qsort

- A unix utility function that can be used to sort any data set stored in an array (really cool!!)

## NAME

qsort - sorts an array

## SYNOPSIS

```
#include <stdlib.h>
```

```
void qsort(void *base, size_t nmemb, size_t size,  
           int(*compar)(const void *, const void *));
```

## DESCRIPTION

The `qsort()` function sorts an array with `nmemb` elements of size `size`. The `base` argument points to the start of the array.

The contents of the array are sorted in ascending order according to a comparison function pointed to by `compar`, which is called with two arguments that point to the objects being compared.

The comparison function must return an integer less than, equal to, or greater than zero if the first argument is considered to be respectively less than, equal to, or greater than the second. If two members compare as equal, their order in the sorted array is undefined.

## RETURN VALUE

The `qsort()` function returns no value.



# Using qsort

A



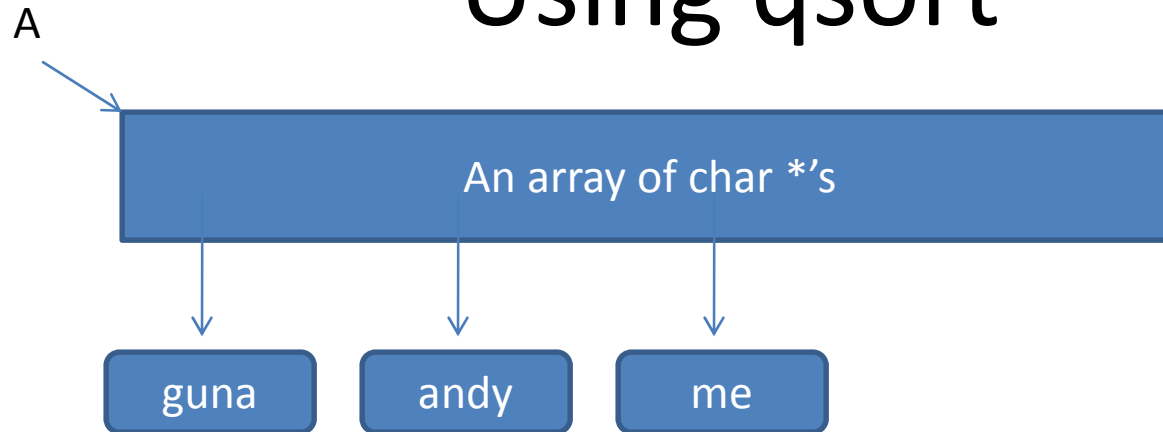
10 20 30 40 43 32 21 78 23

A is an array of integers. Sort it using qsort with natural integer order

Write the compare function:

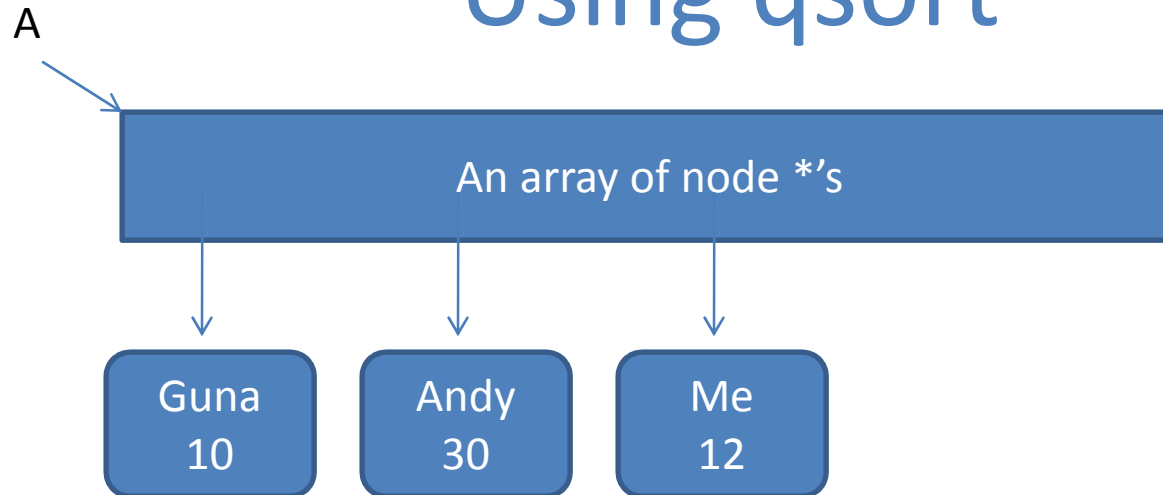
```
int (*intcomp)(const void * a, const void * b))
```

# Using qsort



Write the compare function to sort by alpha order  
`Int (*strcmp)(const void * a, const void * b)`

# Using qsort



Write the compare function to sort by name:

```
int (*nodecomp)(const void * a, const void * b)
```

# Example

- Write a compare function to sort by first character of name

Write the compare function to sort by alpha order

```
int (*firstnamecharcompar)(const void * a, const void * b)
```

# Sorting an 2D array of char's

```
char B[][10]={"guna","mccain","obama","paul","barr"};
qsort(*B,5,10,namecmp);
for (i=0;i<5;i++)
    printf("%s \n",B[i]);
```

# Generic Bubble sort with function pointers

```
typedef int (*cmp)(const void*, int , int);
```

```
typedef int (*swap)(void*, int, int);
```

```
int bubblesort(void* A, int n, cmp cfn, swap sfn){
```

```
    int i, j;
```

```
    for (i=0;i<n-1; i++)
```

```
        for (j=0; j<n-i-1; j++)
```

```
            if (cfn(A, j, j+1)>0)
```

```
                sfn(A, j, j+1);
```

```
}
```

# Using Bubble Sort

```
int main(int argc, char* argv[]){  
    int A[] = {31,52,21,45,18}, i;  
    bubblesort(A,5,intcmp, intswap);  
    for (i=0; i<5; i++)  
        printf("%s ",A[i]);  
    printf("\n");  
    return EXIT_SUCCESS;  
}
```

- Homework: Write the intcmp and intswap functions

# Coding Examples