We have discussed different classes of variables so far:
- Global/static variables
- Function local or automatic variables
- Dynamic, heap allocated variables

However, one important class of variables is still missing ⇒ parameters

**Terminology:** Example: Java, C, C++

- **Function Definition**
  ```
  int plus (int a, int b) {
  return a + b;
  }
  ```

- **Function Call**
  ```
  int x = plus(1,2);
  ```

**Formal Parameters**

**Actual Parameters**

**Observation:** in function definitions formal parameters act as placeholders for the values of actual parameters.
Two Fundamental Questions

- How is the correspondence between actual and formal parameters established?
- How is the value of an actual parameter transmitted to a formal parameter?
Most programming languages use **positional parameters**; the first actual parameter is assigned to the first formal parameter, the second actual parameter is assigned to the second formal parameter, etc.

```c
int x = plus(1, 2);

int plus (int a, int b)
{
    return a + b;
}
```
Some languages such as Ada provide **keyword parameters**.

**Example:** Ada

```adacode
FUNCTION Divide(Dividend:Float, Divisor:Float) RETURN Float IS
BEGIN
    RETURN Dividend/Divisor;
END
...
Foo = Divide(Divisor => 2.0, Dividend => 4.0);
...
```

2nd formal parameter becomes 2.0

1st formal Parameter Becomes 4.0
We look at three different techniques
- By value
- By value-result
- By reference
I. By Value

For by-value parameter passing, the formal parameter is just like a local variable in the activation record of the called method, with one important difference: it is initialized using the value of the corresponding actual parameter, before the called method begins executing.

- Also called ‘copy-in’
- Simplest method
- Widely used
- The only method in Java
int plus(int a, int b) {
    a += b;
    return a;
}

void f() {
    int x = 3;
    int y = 4;
    int z = plus(x, y);
}

When \texttt{plus} is starting

When \texttt{plus} is starting
II. By Value-Result

For passing parameters by value-result, the formal parameter is just like a local variable in the activation record of the called method. It is initialized using the value of the corresponding actual parameter, before the called method begins executing. Then, after the called method finishes executing, the final value of the formal parameter is assigned to the actual parameter.

- Also called ‘copy-in/copy-out’
- Actual must have an lvalue

Lvalues are values that have addresses, meaning they are variables or dereferenced references to a certain place.
void plus(int a, by-value-result int b) {
    b += a;
}
void f() {
    int x = 3;
    plus(4, x);
}

When `plus` is starting

```plaintext
current
activation record

a: 4
b: 3
return address
previous activation record

x: 3
return address
previous activation record
```

By Value-Result - Example
When `plus` is ready to return

```java
void plus(int a, by-value-result int b) {
    b += a;
}
void f() {
    int x = 3;
    plus(4, x);
}
```
void plus(int a, by-value-result int b) {
    b += a;
}
void f() {
    int x = 3;
    plus(4, x);
}

When **plus** has returned
III. By Reference

For passing parameters by reference, the lvalue of the actual parameter is computed before the called method executes. Inside the called method, that lvalue is used as the lvalue of the corresponding formal parameter. In effect, the formal parameter is an alias for the actual parameter—another name for the same memory location.

- One of the earliest methods: Fortran
- Most efficient for large objects
- Still frequently used; C++ allows you define calls by reference
void plus(int a, by-reference int b) {
    b += a;
}

void f() {
    int x = 3;
    plus(4, x);
}

When `plus` is starting
void plus(int a, by-reference int b) {
    b += a;
}
void f() {
    int x = 3;
    plus(4, x);
}

When `plus` has made the assignment

When `plus` has made the assignment...
Homework

● HW#9 – see website