

Functions: Optional Parameters and overloading

- We can have a single function that has **different parameter lists**
- We can have ~~two~~ functions with the same name but **different parameter lists**
- must be sufficiently different that the compiler can tell which one to use.

```
void myFunction ( int x, char c = 'a', float z = 1.5 )
```

// The user can make any of the following calls:

```
myFunction ( 5 );
```

```
myFunction ( 5, 'b' );
```

```
myFunction ( 5, 1.8 );
```

```
myFunction ( 1.8 );
```

```
myFunction ( 1.8, 1.8 );
```

```
myFunction ( 1.8, 'x', 1.9 );
```

Functions: Optional Parameters and overloading

- We can have a single function that has different parameter lists - Optional Params
- We can have two functions with the same name but different parameter lists - Overloading
- must be sufficiently different that the compiler can tell which one to use.

```
void myFunction ( int x, char c = 'a', float z = 1.5 )
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// The user can make any of the following calls:

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myFunction ( 1.8 );
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```
myFunction ( 1.8, 1.8 );
```

```
myFunction ( 1.8, 'x', 1.9 );
```

When declaring functions with a single name,
they must be designed so there is no ambiguity

2 meanings

The compiler decides which version to use based on
params only.

```
void f1 (int x);
```

```
int f1 (float x);
```

```
⋮
```

```
int i = f1(3); // could be error, because
```

```
// compiler could choose the
```

```
// void f1.
```

```
void fun(int x=1, int y=2, string z="blah");
```

```
fun(3); // assigns x=3, y=2, z="blah"
```

```
fun(0, "hello"); // fails. If 0 fits for  
// x, it assigns 0 to x  
// and expects no more values,  
// or a value for y.
```

Eg: Overloading

```
#include <iostream>
```

```
#include <string>
```

```
using namespace std;
```

```
void printDate (int mm, int dd = 1);
```

```
void printDate (string wkday = "Monday");
```

```
int main ()
```

```
{
```

```
    printDate ( 5, 17);
```

```
    printDate ();
```

```
    printDate ("Tuesday");
```

```
    printDate (6);
```

```
}
```

```
void printDate (int mm, int dd)
```

```
{
```

```
    cout << mm << "\ " << dd;
```

```
}
```

```
void printDate (string wkday)
```

```
{
```

```
    cout << wkday;
```

```
}
```

We can have multiple functions with the same name as long as every call will be completely unambiguous, by virtue of the parameters passed.