

Algorithms & Programming

Kotlin language
(p.7 – using functions)



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Functions in Kotlin

- A function is a piece of code that performs a specific task and can be reused.
- Functions are a very important part of programming.
- Moreover, a program is essentially a sequence of functions interrelated to perform a more complex task.



Functions in Kotlin

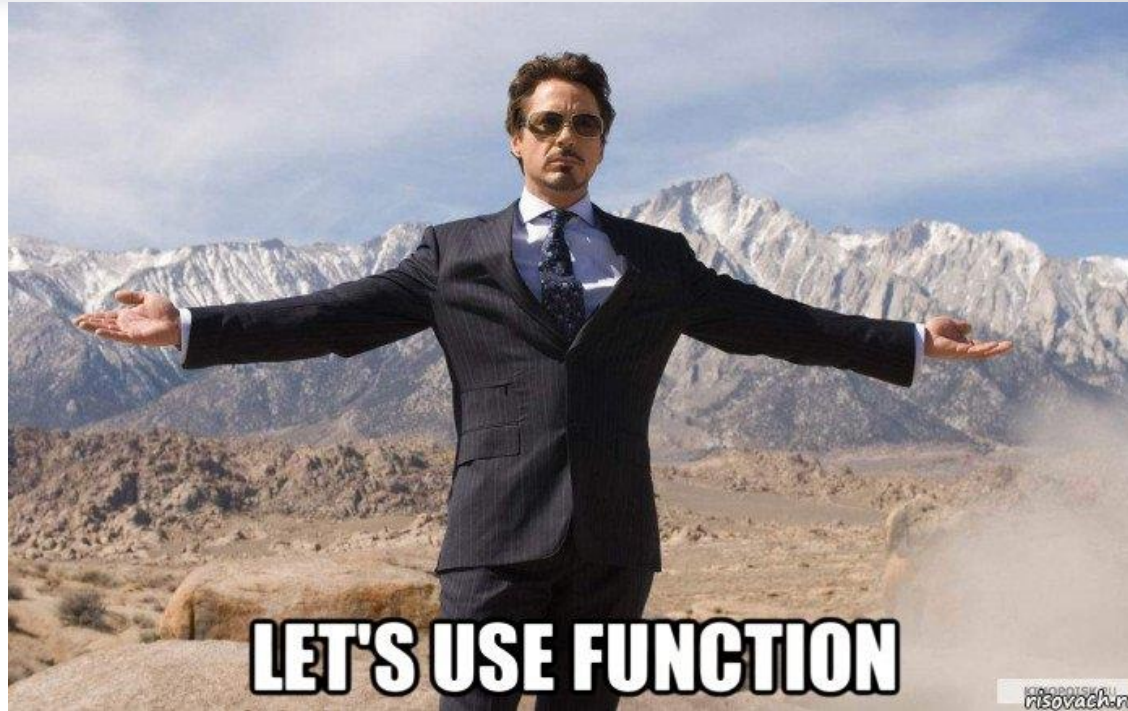
- Previously, we have already used the `println()` function from the Kotlin standard library to print data to the console.
- You can declare your own functions in your code.
- Some functions need to receive the data they need to solve a problem.
- Some return values and produce output to be used somewhere else after the function has completed.



Functions in Kotlin

- Functions allow you to make the program modular, that is, to divide the program into several small subroutines (functions), which together perform the task.
- Another advantage of functions is that they can be reused.
- This feature allows you to reuse once written code, which in turn greatly reduces the amount of program code!

Functions in Kotlin



```
fun readInt() = readln().toInt()  
fun readDouble() = readln().toDouble()  
fun readInts() = readln().split(" ").map { it.toInt() }  
fun readDoubles() = readln().split(" ").map { it.toDouble() }
```

Example

```
fun main() {  
    val n = readInt()  
    val intList = readInts()  
  
    val x = readDouble()  
    val listOfDoubles = readDoubles()  
    // ...  
}  
  
fun readInt() = readLn().toInt()  
fun readDouble() = readLn().toDouble()  
fun readInts() = readLn().split(" ").map { it.toInt() }  
fun readDoubles() = readLn().split(" ").map { it.toDouble() }
```

Anatomy of a function

Function header

```
fun myPower(x: Double, y: Int) : Double {  
    var result = 1.0  
    for (i in 1..y) result *= x  
    return result  
}
```

Function body



Function header

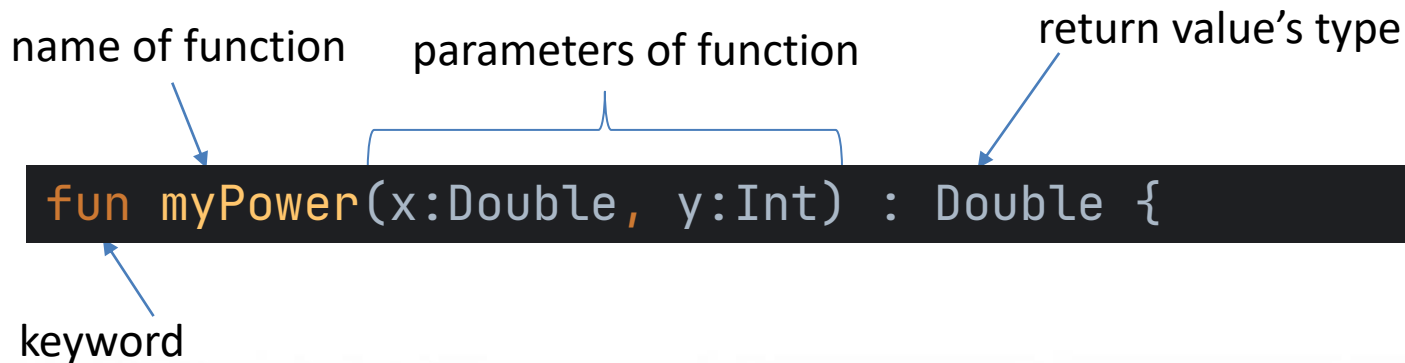
- The first part of the function is the header.
- The function header consists of five parts: visibility modifier, function declaration keyword, function name, function parameters, return type

In our case, there is no modifier (it is optional)

name of function parameters of function return value's type

```
fun myPower(x:Double, y:Int) : Double {
```

keyword



Function body

- The header is followed by the body of the function, enclosed in curly braces.
- The body is the part of the function where the main action takes place.
- It may contain a `return` statement that defines the data to be returned.

```
var result = 1.0  
for (i in 1..y) result *= x  
return result
```

Functions in Kotlin

There are two types of function in Kotlin:

- Functions that return value
- Functions that do not return values



Functions in Kotlin

Functions that do not return values, after completing their work, do not give any answer to the program.

Let's look on the structure of the declaration of such functions.

```
// structure of the declaration functions that not return value  
fun /*function name*/(/*function parameters*/) // header  
{  
// body  
}
```

- The absence of a function type indicates that this function does not return any values.
- The reserved word **fun** is followed by the name of the function.
- Then a pair of parentheses are placed.
- If you need to transfer some data to the function, then the function parameters are declared inside the parentheses, they are separated from each other by commas.
- After the function header, two curly braces are written, inside which is the code, called the body of the function.

Example

```
fun main() {  
    factorial(5)  
}  
  
fun factorial(n: Int) {  
    var result = 1  
    for (i in 1..n) {  
        result *= i  
    }  
    println("n! = $result")  
}
```

What is the problem with this function?



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Example



Functions in Kotlin

- Functions that return a value, upon completion of their work, return a certain result.
- Such functions can return any type of value.
- The structure of functions that return a value is slightly different from the structure of the functions discussed earlier.

```
// structure of the declaration functions that return value
fun /*function name*/(/*parameters*/): /* return type */
// function header
{
// body
  return /* returning value */;
}
```

Functions in Kotlin

- In the function header, you first need to define the return data type, it can be an Int data type if you want to return an integer, or a Double data type for floating point numbers, etc.
- Since the function must return a value, a special return statement must be provided for this. It can be used to return a value when the function completes.
- To do this, you need to specify a variable containing the desired value, or some value, after the return statement.
- The data type of the returned value must match the data type in the header.

Example

```
fun main() {  
    val n = readln().toInt()  
    println(factorial(5))  
}  
  
fun factorial(n: Int) : Int {  
    var result = 1  
    for (i in 1..n) {  
        result *= i  
    }  
    return result  
}
```




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Demo



Ways to pass function parameters

In the Kotlin language, parameters are passed to a function in one way:

- By value
- ~~By reference~~
- ~~By pointer~~

Let's consider such an example.

We need to develop a program which inputs two numbers, then calls a function that swaps the input numbers, and then outputs them.

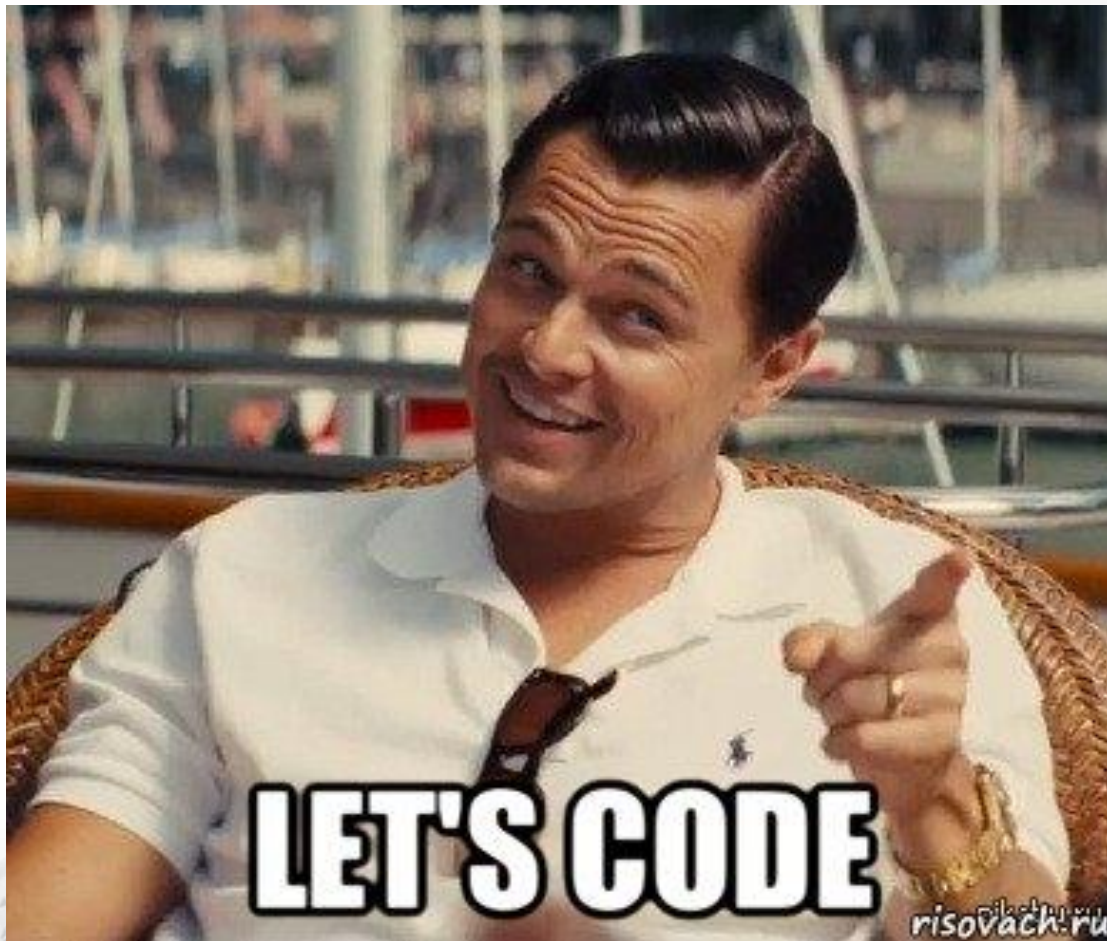
Example

Pass by value

```
fun main() {  
    var a = readln().toInt()  
    var b = readln().toInt()  
    swap(a, b)  
    println("a = $a\nb = $b")  
}  
  
fun swap(a:Int, b:Int) {  
    val t = a  
    a = b // Error! Val cannot be reassigned  
    b = t // Error! Val cannot be reassigned  
}
```



Demo



Question

What if we need to change the values of the function parameters?



Array as function parameter

- Since passing an array by value, will create a copy of the entire array, is a time-consuming operation (especially for large arrays), a reference to it is always passed instead of an array
- That is, when declaring a function

```
fun f(a : IntArray)
```

- It will receive a reference to the array, which means it will be able to change the values of its elements.

Note! You cannot change the array itself (for example, its size)!

Array as function parameter

Consider next task:

- Develop a function to find the index of the minimum element in an array.

Array as function parameter

```
fun main() {  
    val a = IntArray(10) {(1..100).random()}  
    val res = indexOfMax(a)  
    println(res)  
}  
  
fun indexOfMax(a: IntArray): Int {  
    var result = 0  
    for ((i, v) in a.withIndex()) {  
        if (v > a[result]) result = i  
    }  
    return result  
}
```


List as function parameter

Consider a task:

- Given a list of integers.
- Write all non-negative elements of the list to another list



List as function parameter

```
fun main() {  
    val list = (IntArray(10) {(-20..20).random()}).toList()  
    val res = findNonNegative(list)  
    println(res)  
}  
  
fun findNonNegative(list: List<Int>): List<Int> {  
    val res = mutableListOf<Int>()  
    for (element in list) {  
        if (element >= 0) {  
            res += element  
        }  
    }  
    return res  
}
```

Higher-Order Functions

Task:

- Given a list of integers.
- Write all non-negative elements of the list to another list

But that's just what we see!

**This problem has a very beautiful and short solution.
in Kotlin!**

Higher-Order Functions

```
fun main() {  
    val list = (IntArray(10) {(-20..20).random()}).toList()  
    val res = findNonNegative(list)  
    println(res)  
}  
  
fun findNonNegative(list: List<Int>): List<Int> {  
    return list.filter { it >= 0 }  
}
```

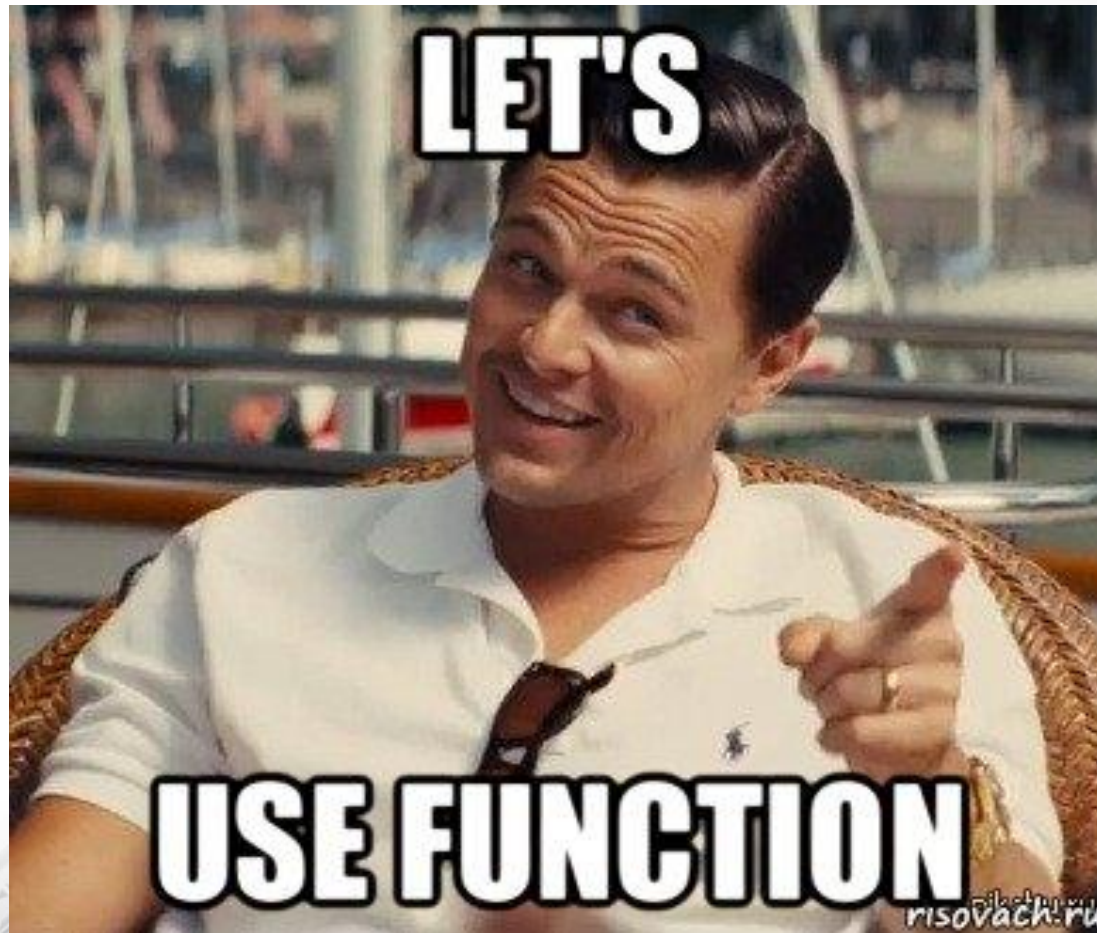
`list.filter { it >= 0 }`

^^^

Higher-Order Function



Demo



Function default arguments

- When calling a function, you can omit some of its arguments.
- To do this, it is necessary to initialize its parameters with some values, when declaring the this function, these values will be used in the function by default .
- Default arguments must be given in the function declaration.
- If the function has several parameters, then the parameters that are omitted must be located to the right of the others.
- Thus, if a parameter is omitted, then all parameters before it may not be omitted, but after it they must be omitted.



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Example

Given real numbers s, t . Calculate:

$$f(t, -2s, 1.17) + f(2.2, t, s - t),$$

$$\text{where } f(a, b, c) = \frac{2a - b - \sin c}{5 + |c|}.$$



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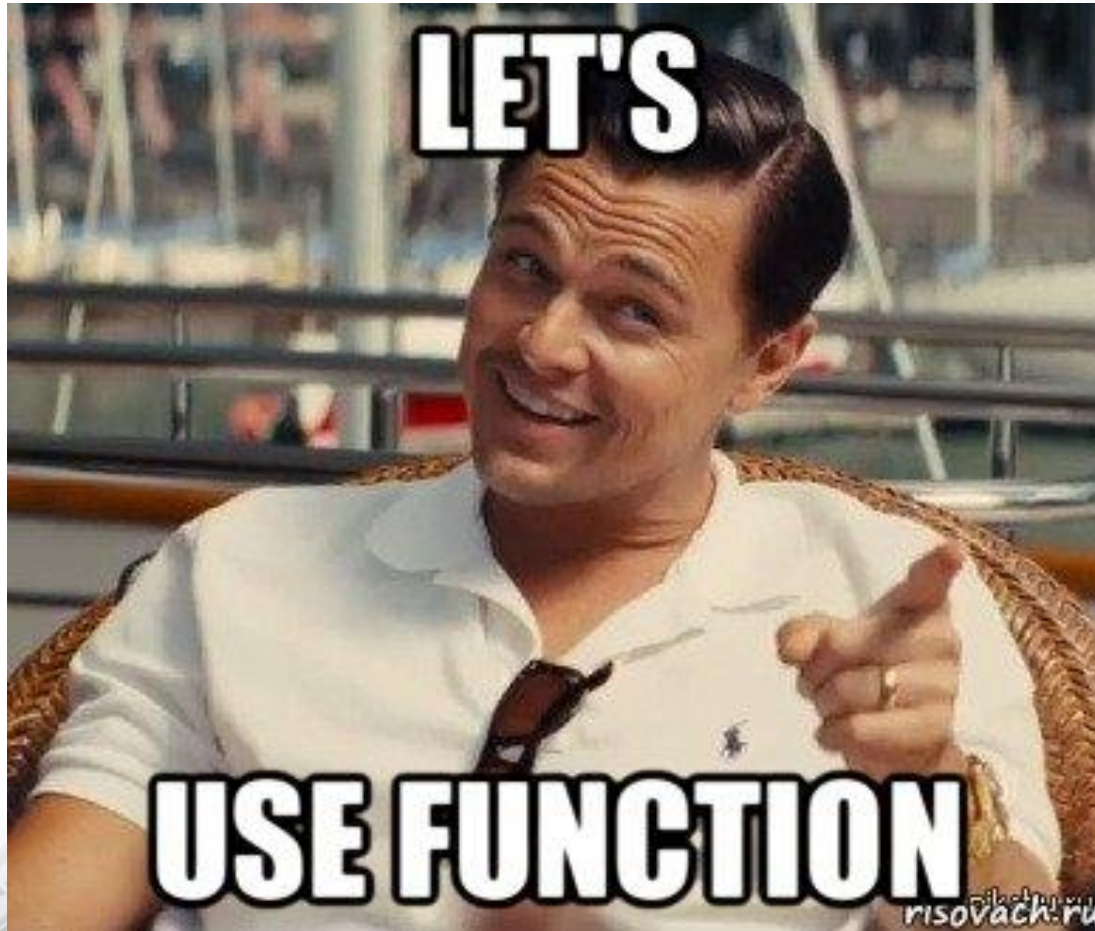
Example

Given real number y . Calculate:

$$\frac{1.7t(0.25) + 2t(1+y)}{6 - t(y^2 - 1)}, \text{ where } t(x) = \frac{\sum_{k=0}^{10} \frac{x^{2k+1}}{(2k+1)!}}{\sum_{k=0}^{10} \frac{x^{2k}}{(2k)!}}$$



Demo



Example

Given real numbers a, b, c . Calculate:

$$\frac{\max(a, a + b) + \max(a, b + c)}{1 + \max(a + bc, 1, 15)}.$$



Demo





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