

# Funciones

## 2<sup>da</sup> parte

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```
#include <stdio.h>

int func(int a, int b)
{
    int res;

    if (a > b)
        res = a;
    else
        res = b;

    return res;
}

int main(void)
{
    int num1 = 10;
    int num2 = 30;

    /** Llamado a la función */
    printf("%d\n", func(num1, num2));

    return 0;
}
```

```
#include <stdio.h>

int func(int a, int b)
{
    int res;

    if (a > b)
        res = a;
    else
        res = b;

    return res;
}

int main(void)
{
    int num1 = 10;
    int num2 = 30;

    /** Llamado a la función */
    printf("%d\n", func(num1, num2));

    return 0;
}
```



```
#include <stdio.h>

int max(int a, int b)
{
    int res;

    if (a > b)
        res = a;
    else
        res = b;

    return res;
}

int main(void)
{
    int num1 = 10;
    int num2 = 30;

    /** Llamado a la función */
    printf("%d\n", max(num1,num2));

    return 0;
}
```

```
#include <stdio.h>

int max(int a, int b)
{
    int res;

    if (a > b)
        res = a;
    else
        res = b;

    return res;
}

int main(void)
{
    int num1 = 10;
    int num2 = 30;

    /** Llamado a la función */
    printf("%d\n", max(num1,num2));

    return 0;
}
```

# Prototipos



# Prototipos

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#include <stdio.h>

int max(int x, int y);

int main(void)
{

    return 0;
}
```

# Prototipos

```
#include <stdio.h>

int max(int x, int y);

int main(void)
{

    return 0;
}

int max(int x, int y){

    int max_val;

    if (x > y)
    {
        max_val = x;
    }
    else
    {
        max_val = y;
    }

    return max_val;
}
```

# Prototipos

```
#include <stdio.h>

int max(int x, int y);

int main(void)
{
    int num1;
    int num2;
    int mayor;

    printf("Ingrese dos números: ");
    scanf("%d %d", &num1, &num2);
    mayor = max(num1, num2);
    printf("El mayor es: %d\n", mayor);

    return 0;
}

int max(int x, int y){

    int max_val;

    if (x > y)
    {
        max_val = x;
    }
    else
    {
        max_val = y;
    }

    return max_val;
}
```

# Prototipos

```
#include <stdio.h>

int max(int, int);

int main(void)
{
    int num1;
    int num2;
    int mayor;

    printf("Ingrese dos números: ");
    scanf("%d %d", &num1, &num2);
    mayor = max(num1, num2);
    printf("El mayor es: %d\n", mayor);

    return 0;
}

int max(int x, int y){

    int max_val;

    if (x > y)
    {
        max_val = x;
    }
    else
    {
        max_val = y;
    }

    return max_val;
}
```

# Prototipos

```
#include <stdio.h>

int max(int, int);

int main(void)
{
    int num1;
    int num2;
    int mayor;

    printf("Ingrese dos números: ");
    scanf("%d %d", &num1, &num2);
    printf("El mayor es: %d\n", max(num1, num2));

    return 0;
}

int max(int x, int y){

    int max_val;

    if (x > y)
    {
        max_val = x;
    }
    else
    {
        max_val = y;
    }

    return max_val;
}
```

# Prototipos

```
#include <stdio.h>

int max(int, int);

int main(void)
{
    int num1;
    int num2;
    int mayor;

    printf("Ingrese dos números: ");
    scanf("%d %d", &num1, &num2);
    printf("El mayor es: %d\n", max(num1, num2));

    return 0;
}

int max(int x, int y){

    int max_val;

    if (x > y)
        max_val = x;
    else
        max_val = y;

    return max_val;
}
```

# Variables dentro de funciones

# Variables



# Variables

```
#include <stdio.h>

int incrementar(void)
{
    int a = 0;

    return ++a;
}

int main(void)
{
    printf("valor: %d\n", incrementar());

    return 0;
}
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    int a = 0;

    return ++a;
}

int main(void)
{
    printf("valor: %d\n", incrementar());

    return 0;
}
```

```
valor: 1
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    int a = 0;

    return ++a;
}

int main(void)
{

    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());

    return 0;
}
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    int a = 0;

    return ++a;
}

int main(void)
{

    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());

    return 0;
}
```

```
valor: 1
valor: 1
valor: 1
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    static int a = 0;

    return ++a;
}

int main(void)
{

    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());

    return 0;
}
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    static int a = 0;

    return ++a;
}

int main(void)
{

    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());
    printf("valor: %d\n", incrementar());

    return 0;
}
```

```
valor: 1
valor: 2
valor: 3
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    static int a = 0;

    return ++a;
}

int main(void)
{
    for(int i = 0; i < 10; i++)
        printf("valor: %d\n", incrementar());

    return 0;
}
```

# Variables

```
#include <stdio.h>

int incrementar(void)
{
    static int a = 0;

    return ++a;
}

int main(void)
{
    for(int i = 0; i < 10; i++)
        printf("valor: %d\n", incrementar());

    return 0;
}
```

```
valor: 1
valor: 2
valor: 3
valor: 4
valor: 5
valor: 6
valor: 7
valor: 8
valor: 9
valor: 10
```



# Factorial

# Factorial

$$n! = 1 * \dots * (n - 2) * (n - 1) * n$$

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$$n! = 1 * \dots * (n - 2) * (n - 1) * n$$

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

# Factorial

```
#include <stdio.h>

int main(void)
{
    int factorial = 1;
    int cont;
    int num = 3;

    for (cont = num; cont >= 1; --cont)
        factorial *= cont;

    printf("factorial %d!: %d\n", num, factorial);

    return 0;
}
```

# Factorial

```
#include <stdio.h>

int main(void)
{
    int factorial = 1;
    int cont;
    int num = 3;

    for (cont = num; cont >= 1; --cont)
        factorial *= cont;

    printf("factorial %d!: %d\n", num, factorial);

    return 0;
}
```

```
factorial 3!: 6
```

# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$n! = n * (n - 1)!$$

# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$n! = n * (n - 1)!$$

Ejemplo:



# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$n! = n * (n - 1)!$$

Ejemplo:

$$5! = 5 * 4 * 3 * 2 * 1$$

# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$n! = n * (n - 1)!$$

Ejemplo:

$$5! = 5 * 4 * 3 * 2 * 1$$

$$5! = 5 * (4 * 3 * 2 * 1)$$

# Factorial

$$n! = n * (n - 1) * (n - 2) * \dots * 1$$

$$n! = n * (n - 1)!$$

Ejemplo:

$$5! = 5 * 4 * 3 * 2 * 1$$

$$5! = 5 * (4 * 3 * 2 * 1)$$

$$5! = 5 * (4!)$$

# Factorial - Recursivo

```
#include <stdio.h>

int factorial(int);

int main(void)
{
    int num;

    for (num = 0; num < 10; num++)
        printf("%d! = %d\n", num, factorial(num));

    return 0;
}

int factorial(int number)
{
    if (number <= 1)
    {
        return 1;
    }
    else
    {
        return (number * factorial(number - 1));
    }
}
```

# Factorial - Recursivo

```
0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
```

# Factorial - Recursivo

```
#include <stdio.h>

int factorial(int);

int main(void)
{
    int num;

    for (num = 0; num < 20; num++)
        printf("%d! = %d\n", num, factorial(num));

    return 0;
}

int factorial(int number)
{
    if (number <= 1)
    {
        return 1;
    }
    else
    {
        return (number * factorial(number - 1));
    }
}
```

# Factorial - Recursivo

```
0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
10! = 3628800
11! = 39916800
12! = 479001600
13! = 1932053504
14! = 1278945280
15! = 2004310016
16! = 2004189184
17! = -288522240
18! = -898433024
19! = 109641728
```

# Factorial - Recursivo

```
#include <stdio.h>

unsigned long long int factorial(unsigned int);

int main(void)
{
    unsigned int num;

    for (num = 0; num < 20; num++)
        printf("%u! = %llu\n", num, factorial(num));

    return 0;
}

unsigned long long int factorial(unsigned int number)
{
    if (number <= 1)
    {
        return 1;
    }
    else
    {
        return (number * factorial(number - 1));
    }
}
```



# Factorial - Recursivo

```
0! = 1
1! = 1
2! = 2
3! = 6
4! = 24
5! = 120
6! = 720
7! = 5040
8! = 40320
9! = 362880
10! = 3628800
11! = 39916800
12! = 479001600
13! = 6227020800
14! = 87178291200
15! = 1307674368000
16! = 20922789888000
17! = 355687428096000
18! = 6402373705728000
19! = 121645100408832000
```

# Fibonacci

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

$$\textit{fibonacci}(0) = 0$$

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

$$\textit{fibonacci}(0) = 0$$

$$\textit{fibonacci}(1) = 1$$

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

$$\textit{fibonacci}(0) = 0$$

$$\textit{fibonacci}(1) = 1$$

$$\textit{fibonacci}(n) = \textit{fibonacci}(n - 1) + \textit{fibonacci}(n - 2)$$

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

$$\textit{fibonacci}(0) = 0$$

$$\textit{fibonacci}(1) = 1$$

$$\textit{fibonacci}(n) = \textit{fibonacci}(n - 1) + \textit{fibonacci}(n - 2)$$

Implementación:

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21,

$$\textit{fibonacci}(0) = 0$$

$$\textit{fibonacci}(1) = 1$$

$$\textit{fibonacci}(n) = \textit{fibonacci}(n - 1) + \textit{fibonacci}(n - 2)$$

Implementación: A cargo del alumno



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*Consultas*

**Martes**

Edificio Salcedo 10:00 - 13:00