Functions – Day 1

- Students will understand the process of communication with functions.
- Students will be able to create and call functions.
- Students will be able to use both "fruitful functions" (sometimes just called *functions*) and "unfruitful functions" (which do not return a value - these are usually called *procedures*).
- Students will understand how functions simplify a project's creation.





Identify two or three people you know who have the same name. Explain to who the people are and how you and others tell them apart when talking about them.



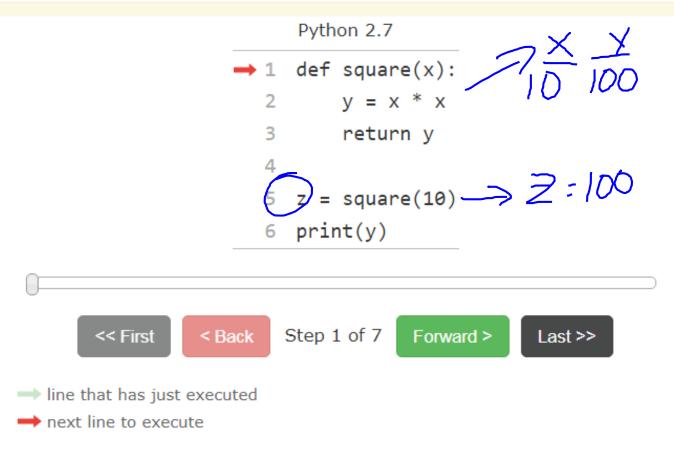
- Creating a new function gives you an opportunity to name a group of statements, which makes your program easier to read, understand, and debug.
- Functions can make a program smaller by eliminating repetitive code. Later, if you make a change, you only have to make it in one place.
- Dividing a long program into functions allows you to debug the parts one at a time and then assemble them into a working whole.
- Well-designed functions are often useful for many programs. Once you write and debug one, you can reuse it.
 - Paraphrase why is this important in coding?





6.2. Variables and Parameters are Local

An assignment statement in a function creates a **local variable** for the variable on the left hand side of the assignment operator. It is called local because this variable only exists inside the function and you cannot use it outside. For example, consider again the **square** function:







Continue working though this section

Discuss cautions and dangers with variable scope.





6.5 The Accumulator Pattern

Create rules for creating and using functions

comment 50 you know purpose a variable 5

name it what it does

2 uppercase? lowercase? camel case?

Name_it

grudelines



6.6 Functions can call other functions

• More examples of when this might be useful?

Physics application hide many complex comparations

