# [301] Using Functions

Tyler Caraza-Harter

## Learning Objectives Today

### How to call functions

• input/output

### Modules:

- import styles
- attribute operator (the ".")
- math module

### Inspection:

- discover functions in a module
- learn what function does

make a battleship game!

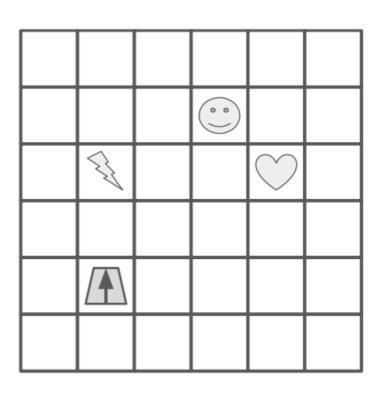
#### Main Code:

- 1. Put 2 in the "moves" box
- 2. Perform the steps under "Move Code", then continue to step 3
- 3. Rotate the robot 90 degrees to the right (so arrow points to right)
- Put 3 in the "moves" box
- 5. Perform the steps under "Move Code", then continue to step 6
- 6. Whatever symbol the robot is sitting on, write that symbol in the "resut" box

#### Move Code:

- A. If "moves" is 0, stop performing these steps in "Move Code", and go back to where you last were in "Main Code" to complete more steps
- B. Move the robot forward one square, in the direction the arrow is pointing
- C. Decrease the value in "moves" by one
- D. Go back to step A

Functions are like "mini programs", as in our robot worksheet problem



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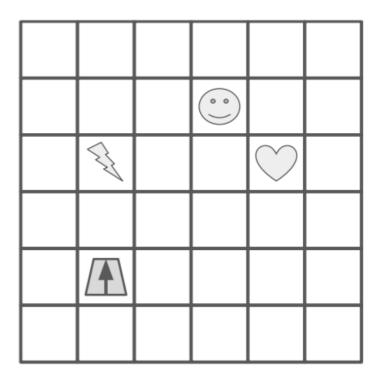
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"Move Code" is a function

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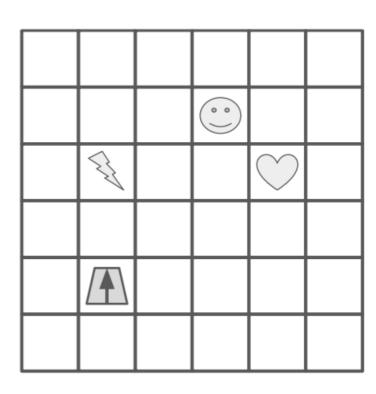
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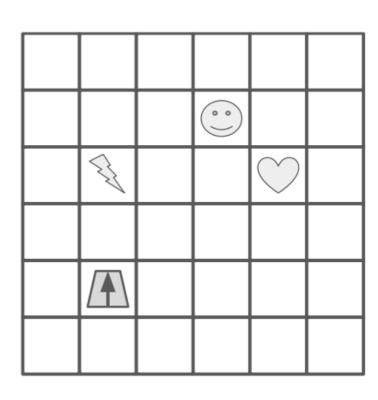
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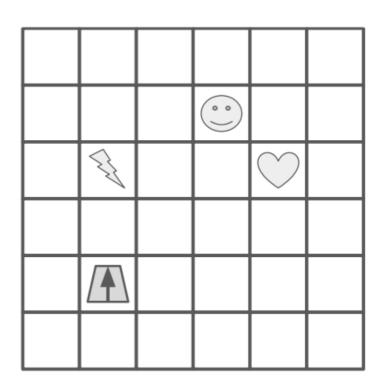
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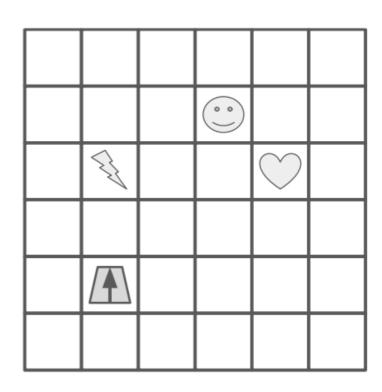
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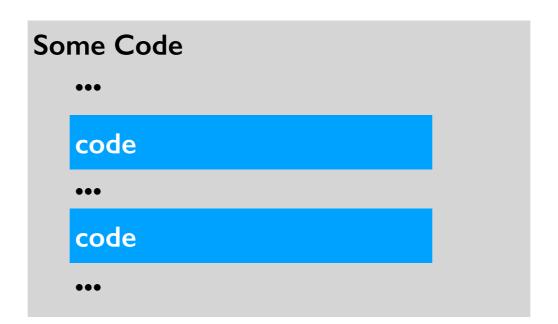
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next lecture, we'll learn how to write our own new functions

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## **General Function Concepts**





• refactor: change organization of code (e.g., to avoid repetition)



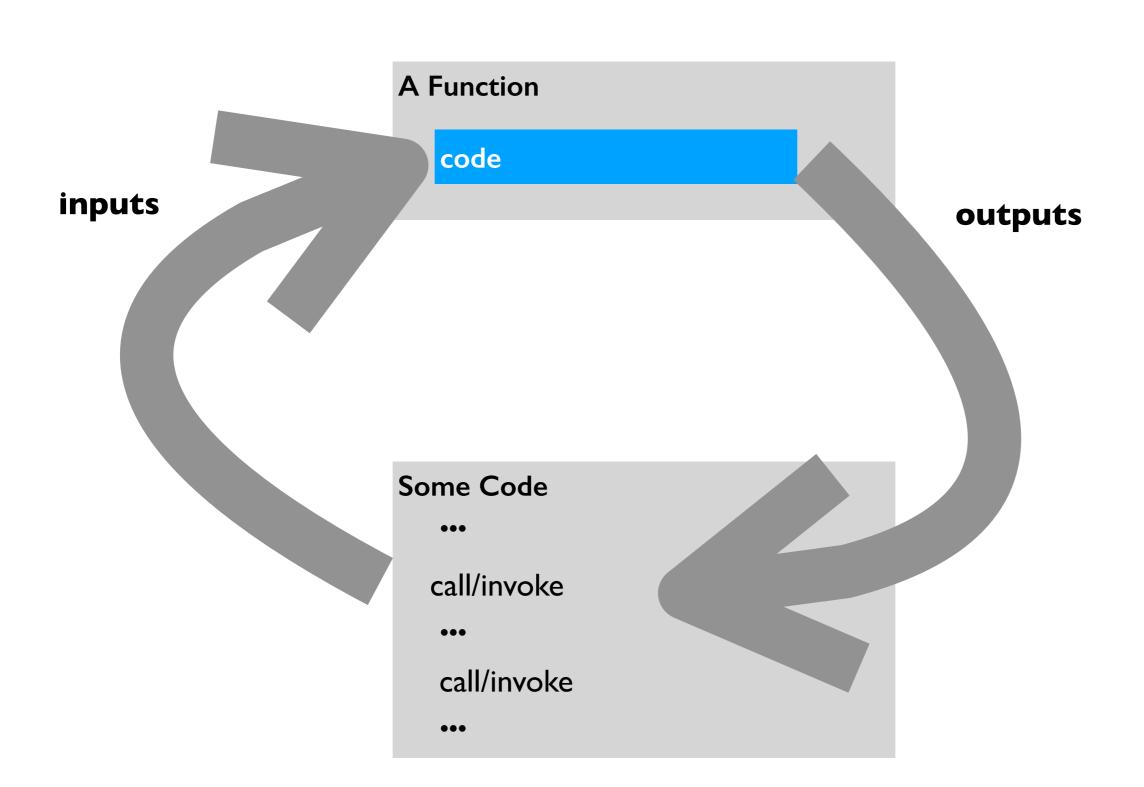
```
Some Code

call/invoke

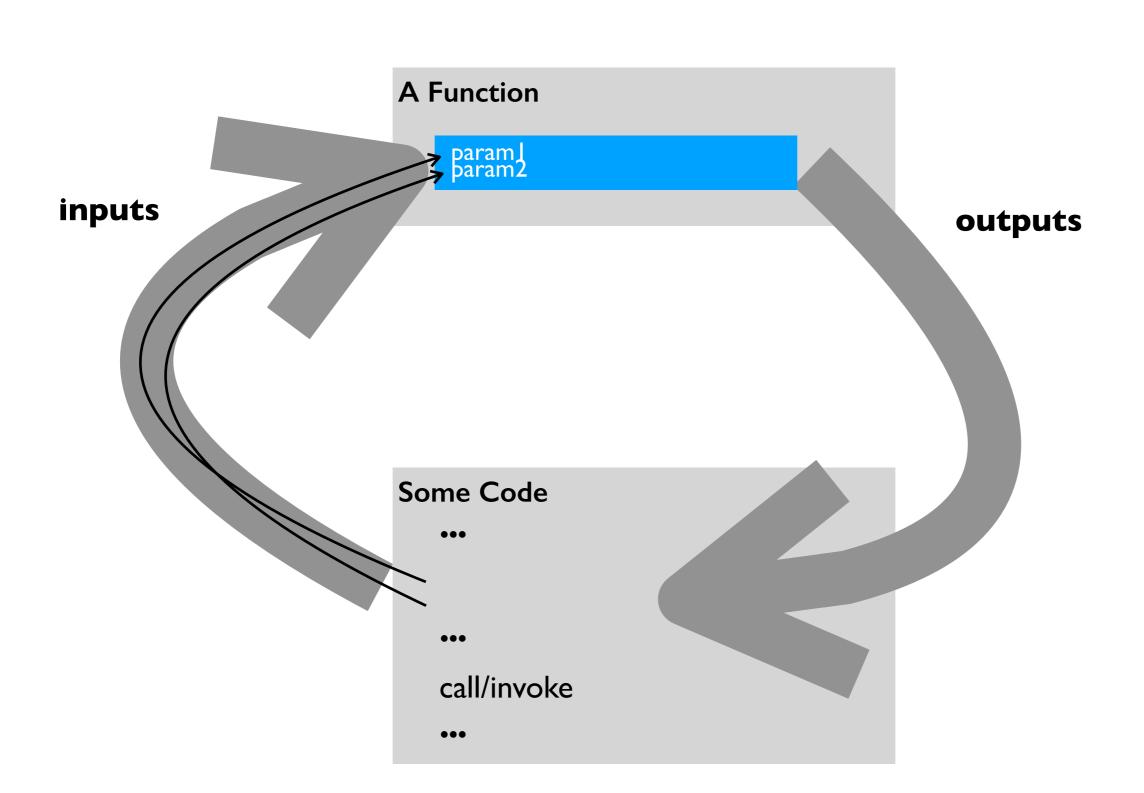
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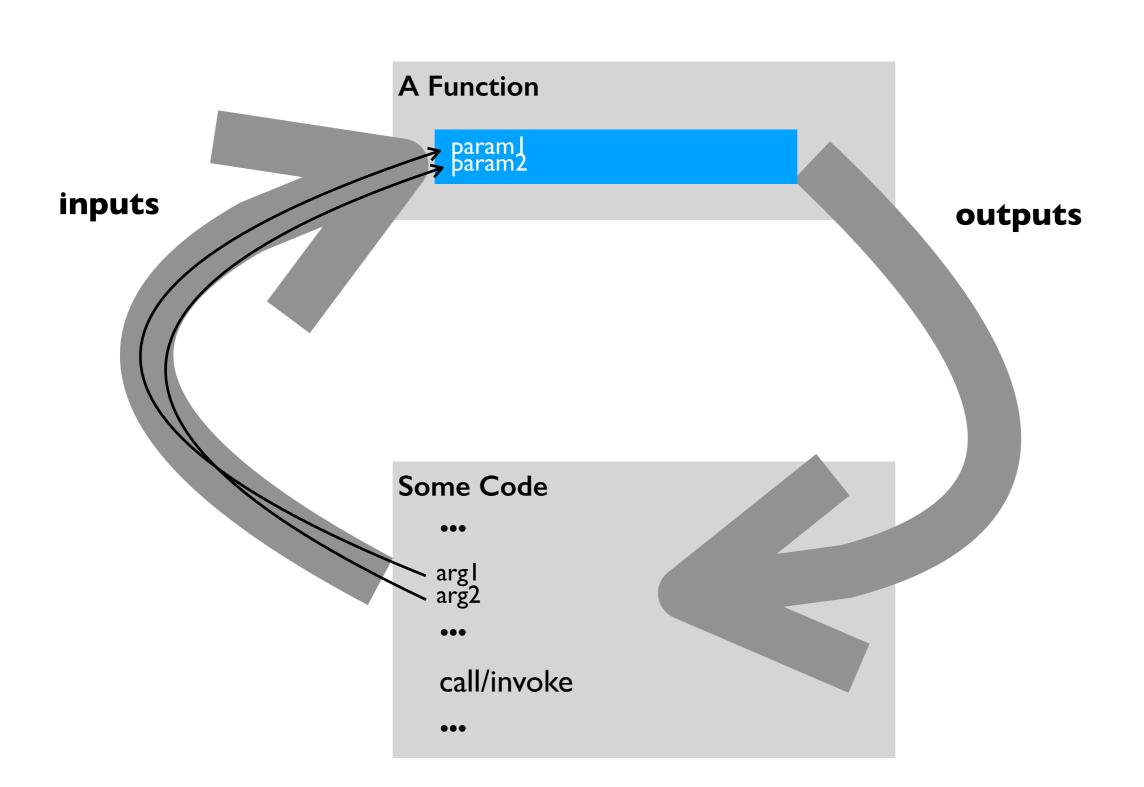
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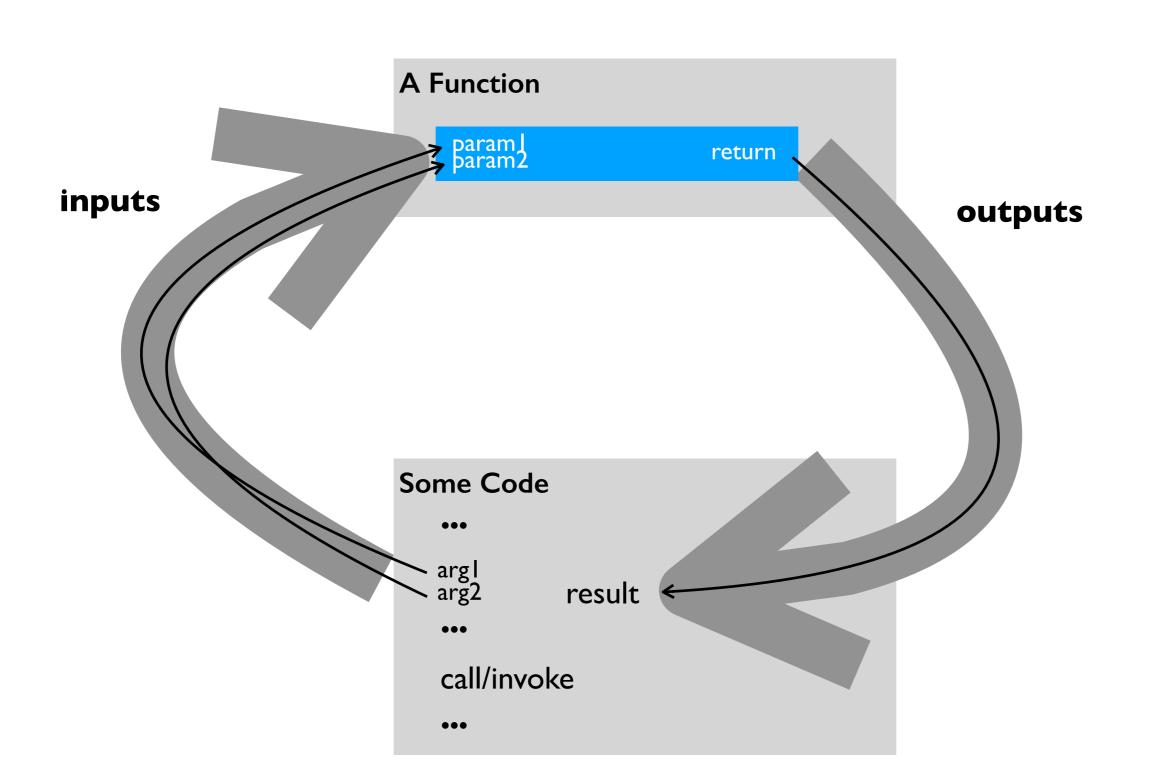
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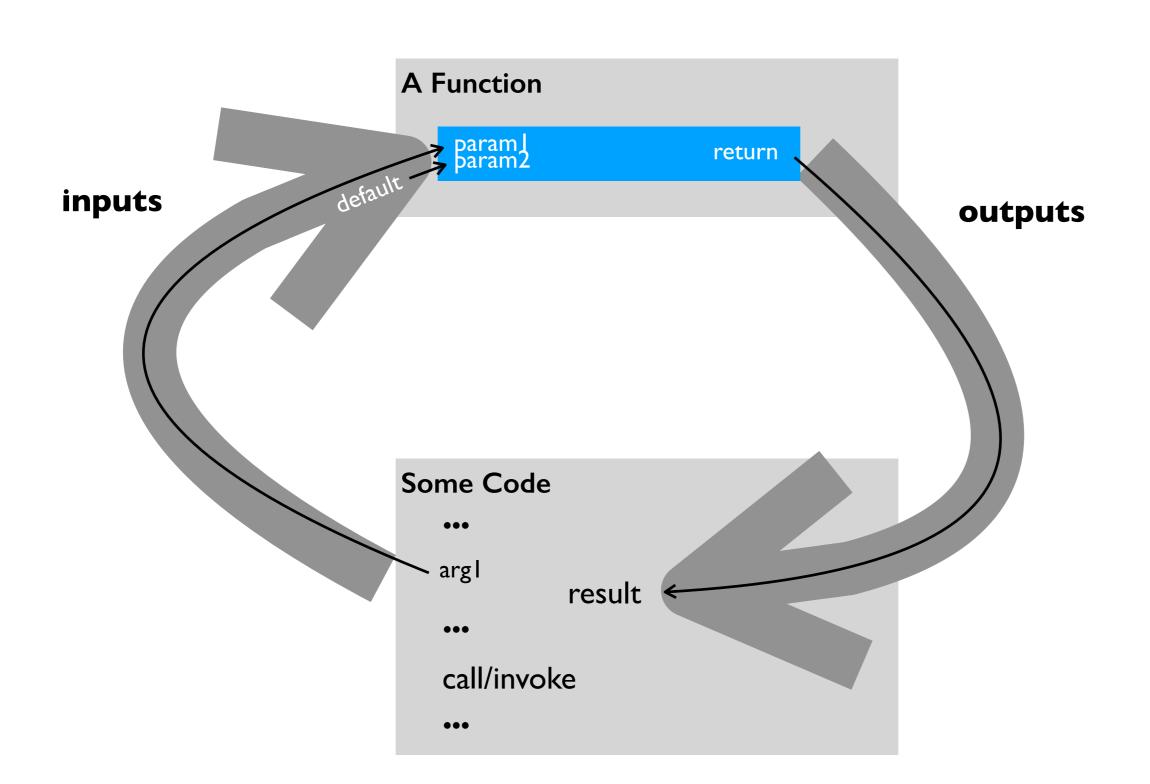
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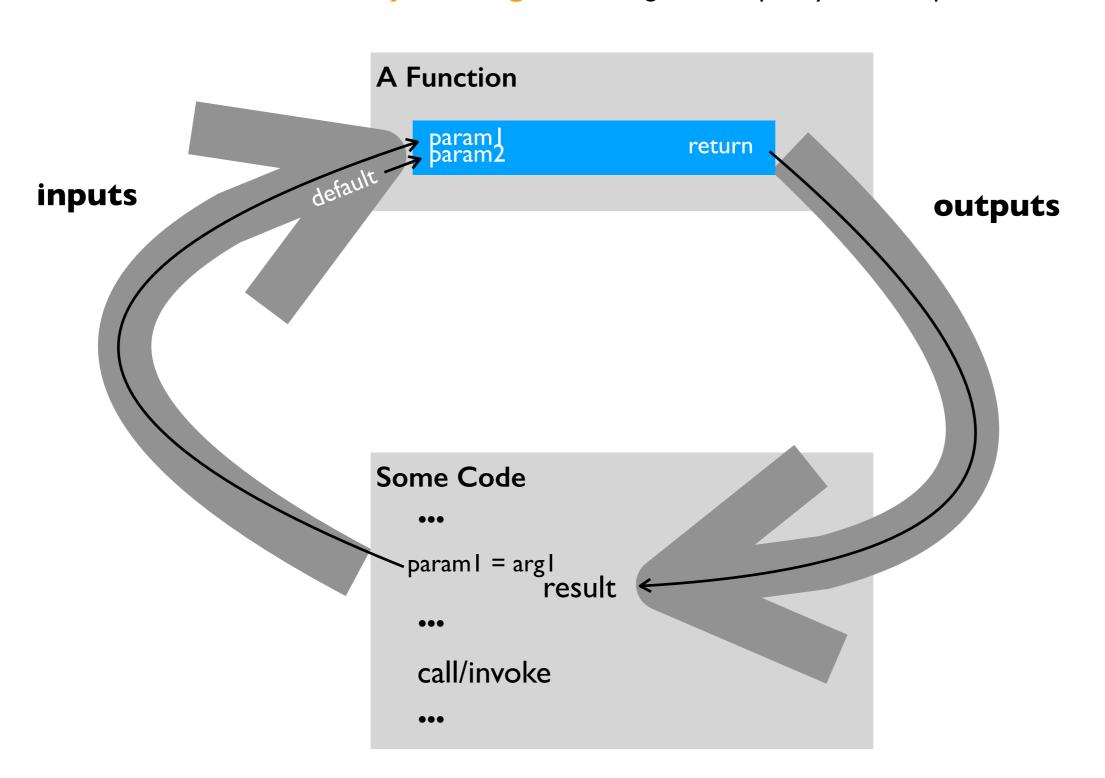
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- return value (or result): function output sent back to calling code
- **default argument**: value put in parameter if argument not passed
- named/keyword argument: argument explicitly tied to a parameter



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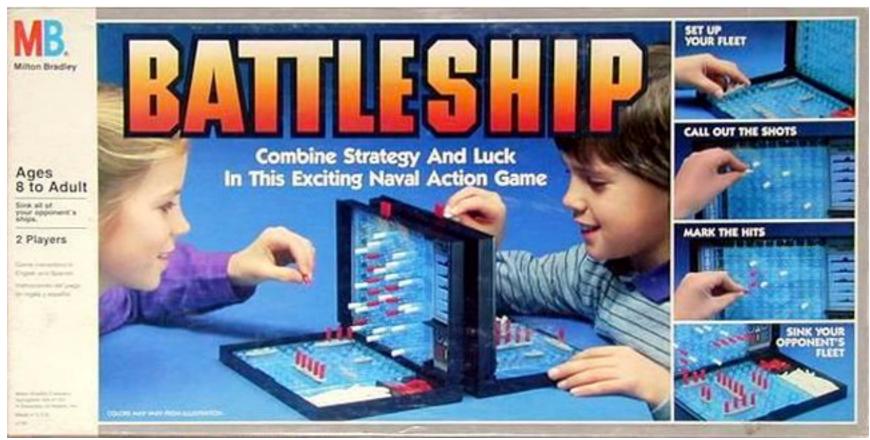
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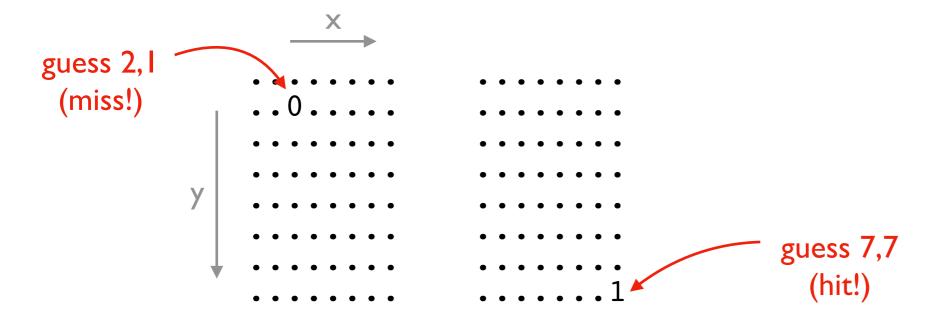
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## demos

## Battleship Demo (Version I)



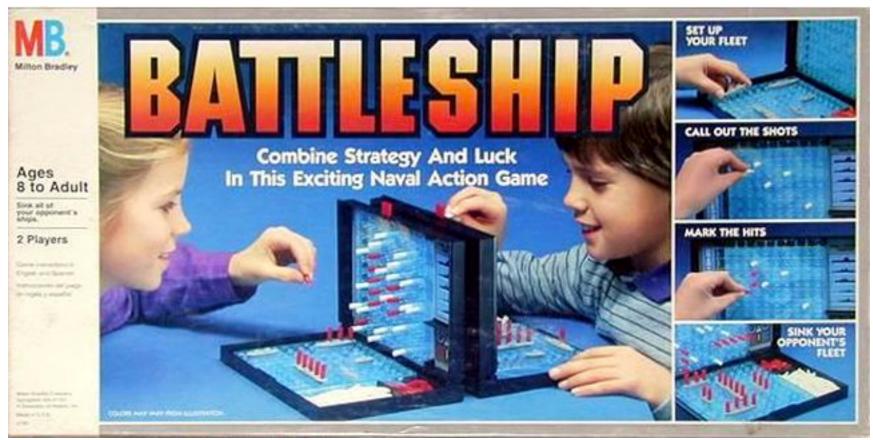
https://boardgamegeek.com/image/288374/battleship



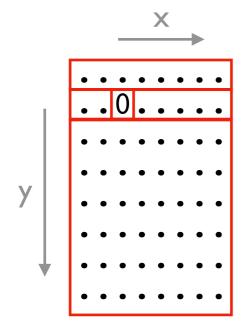
### Version I (MVP)

- I ship, I guess
- ship is I space
- fixed position
- top/left is 0,0
- horrible graphics

## Battleship Demo (Version I)



https://boardgamegeek.com/image/288374/battleship



idea: decompose problem into five parts!