

DART FUNCTIONS

SCOPE:

- Defining and Calling Functions
- Function with Parameters
- Returning Values from Functions
- Arrow Functions

FUNCTION

- A function is a block of code that performs a specific task, can be reused, and can be called whenever needed.

WHY USE FUNCTIONS?

- Code reuse.
- Modularity.
- Easier debugging and testing.

DEFINING AND CALLING FUNCTIONS

How to Define a function?

```
void sayHello() {  
    print('Hello!');  
}
```

Calling a Function:

sayHello(); // Output: Hello!

*Note: **void**: No value is returned from this function.*

***sayHello()**: Function call.*

```
import 'dart:io';

// Function to get user input and pass it as parameters
void processUserInput() {

  // Get name input
  stdout.write("Enter your name: ");

  String? name = stdin.readLineSync();

  name = name ?? "Unknown"; // Handle null case

  // Get age input
  stdout.write("Enter your age: ");

  String? ageInput = stdin.readLineSync();

  int age = int.tryParse(ageInput ?? "") ?? 0; // Handle invalid or null input

  // Call the function that uses the inputs as parameters
  greetUser(name, age);
}

// Function that takes name and age as parameters and prints a greeting
void greetUser(String name, int age) {

  print("Hello, $name! You are $age years old.");

}

void main() {

  // Call the processUserInput function to get input and pass it as parameters
  processUserInput();

}
```

- Functions are the building blocks of a program

```
import 'dart:io';
```

```
// Function to get user input and pass it as parameters
```

```
void processUserInput() {
```

```
  // Get name input
```

```
  stdout.write("Enter your name: ");
```

```
  String? name = stdin.readLineSync();
```

```
  name = name ?? "Unknown"; // Handle null case

}
```

```
  // Get age input
```

```
  stdout.write("Enter your age: ");
```

```
  String? ageInput = stdin.readLineSync();
```

```
  int age = int.tryParse(ageInput ?? "") ?? 0; // Handle invalid or null input

}
```

```
// Call the function that uses the inputs as parameters
```

```
greetUser(name, age);
```

```
}
```

```
// Function that takes name and age as parameters and prints a greeting
```

```
void greetUser(String name, int age) {
```

```
  print("Hello, $name! You are $age years old.");

}
```

```
void main() {
```

```
  // Call the processUserInput function to get input and pass it as parameters
```

```
  processUserInput();

}
```

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FUNCTION WITH PARAMETERS

Functions can take inputs, called parameters, that are passed during the function call.

```
void greet(String name) {  
    print('Hello, $name!');  
}
```

```
greet('Alice'); // Output: Hello, Alice!
```

```
greet();
```

Note: Parameter: String name is passed when the function is called.

Function Call: greet('Alice') passes the value "Alice" to the function.

```
import 'dart:io';  
  
// Function to get user input and pass it as parameters  
void processUserInput() {  
    // Get name input  
    stdout.write("Enter your name: ");  
  
    String? name = stdin.readLineSync();  
  
    name = name ?? "Unknown"; // Handle null case  
  
    // Get age input  
    stdout.write("Enter your age: ");  
  
    String? ageInput = stdin.readLineSync();  
  
    int age = int.tryParse(ageInput ?? "") ?? 0; // Handle invalid or null input  
  
    // Call the function that uses the inputs as parameters  
    greetUser(name, age);  
}  
  
// Function that takes name and age as parameters and prints a greeting  
void greetUser(String name, int age) {  
    print("Hello, $name! You are $age years old.");  
}  
  
void main() {  
    // Call the processUserInput function to get input and pass it as parameters  
    processUserInput();  
}
```



RETURNING VALUES FROM FUNCTIONS

Return Statement: Functions can return a value using the return keyword.

```
int multiply(int a, int b) {  
    return a * b;  
}
```

```
int result = multiply(4, 5); // result = 20
```

Key Differences:

Feature	With Return Value	Without Return Value (Void)
Return Type	Any data type (<code>int</code> , <code>String</code> , <code>double</code> , etc.)	<code>void</code> (no return value)
Use in Expressions	Can be assigned to a variable or passed to other functions	Cannot be used in expressions or assigned
Result Handling	Returns a result that the caller can use	Performs an action but returns nothing
Example Use Cases	Functions that compute a value (e.g., calculations)	Functions that print to the console or modify data directly


```
// With return value
double calculateArea(double radius) {
    return 3.14 * radius * radius; // Returns the area of a circle
}
```

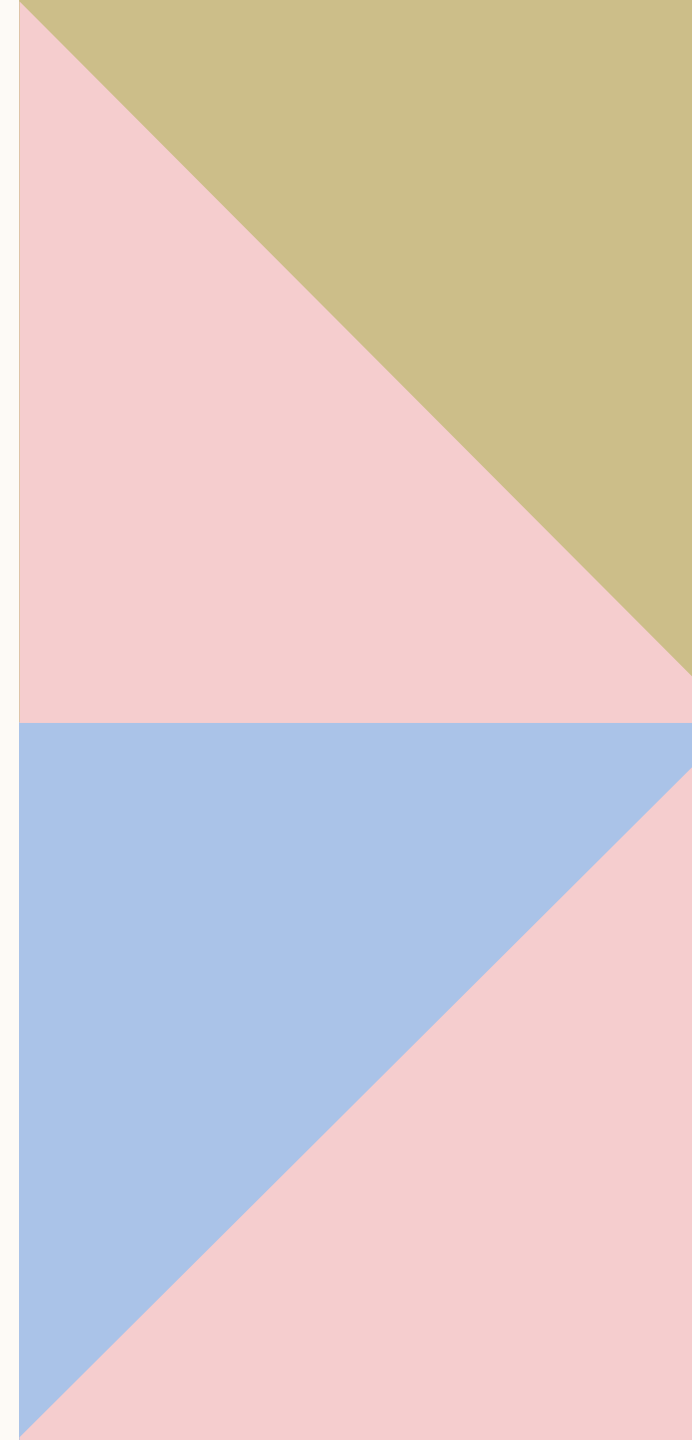
```
// Without return value
void printArea(double radius) {
    double area = 3.14 * radius * radius;
    print("The area is $area"); // Prints the area, but doesn't return anything
}
```

```
void main() {
    // Using the return value
    double area = calculateArea(5.0); // Can be stored and used later
    print("Calculated Area: $area"); // Prints: Calculated Area: 78.5
}
```

```
// Calling the void function
printArea(5.0); // Directly prints: The area is 78.5
}
```

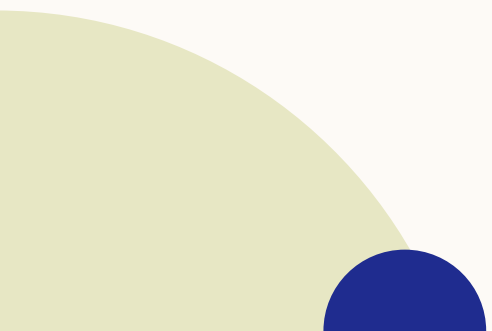
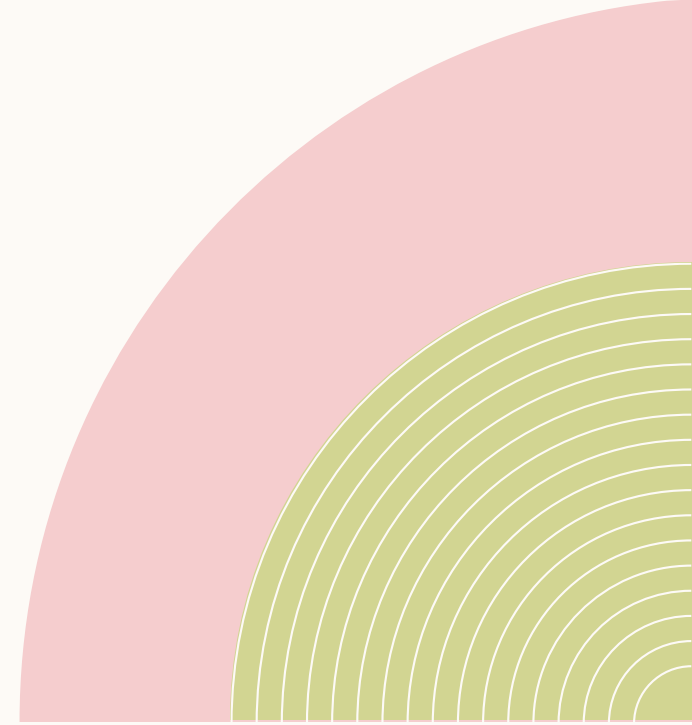
In summary:

- **Return value functions** are useful when you need to store or further process the result.
- **Void functions** are useful for side effects like printing to the console, changing the state of an object, or interacting with the user, where you don't need to return a result.



ARROW FUNCTIONS (FAT ARROW NOTATION)

- Arrow functions, also known as fat arrow functions in Dart, provide a shorthand syntax for defining functions. They are useful when you have simple functions that contain a single expression. Instead of writing the entire function block with curly braces {}, you can use the `=>` notation.



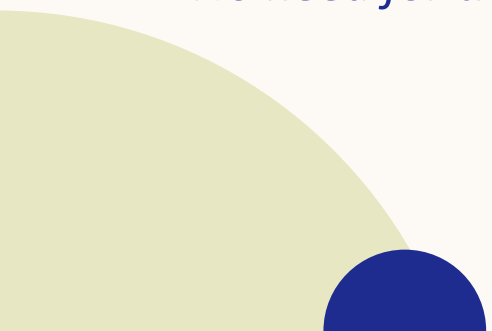
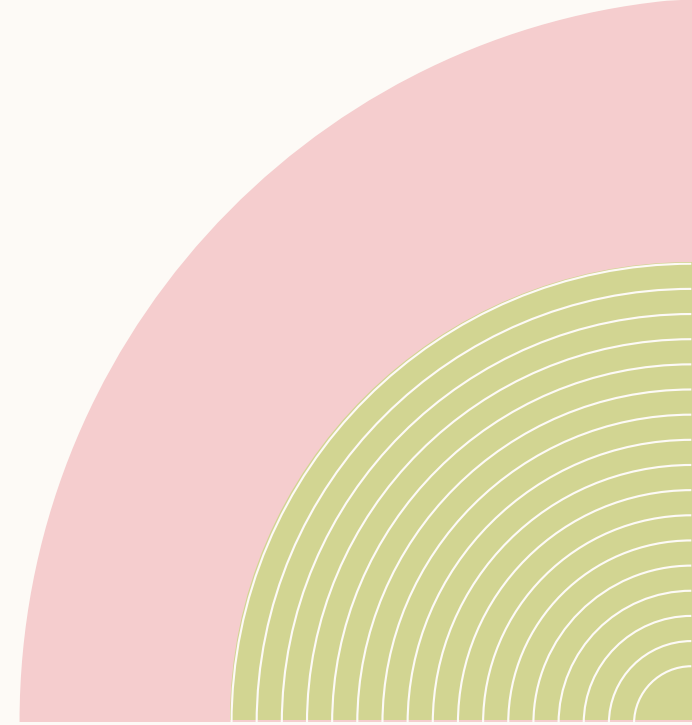
ARROW FUNCTIONS (FAT ARROW NOTATION)

```
int add(int a, int b) => a + b;
```

```
void main() {  
    print(add(2, 3)); // Output: 5  
}
```

Note:

- *add()* uses arrow notation to define a function that returns the sum of *a* and *b* in one line.
- No need for the return keyword or curly braces.

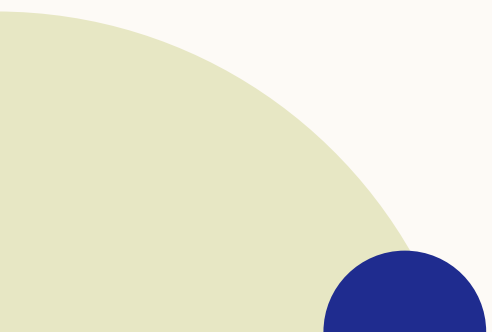
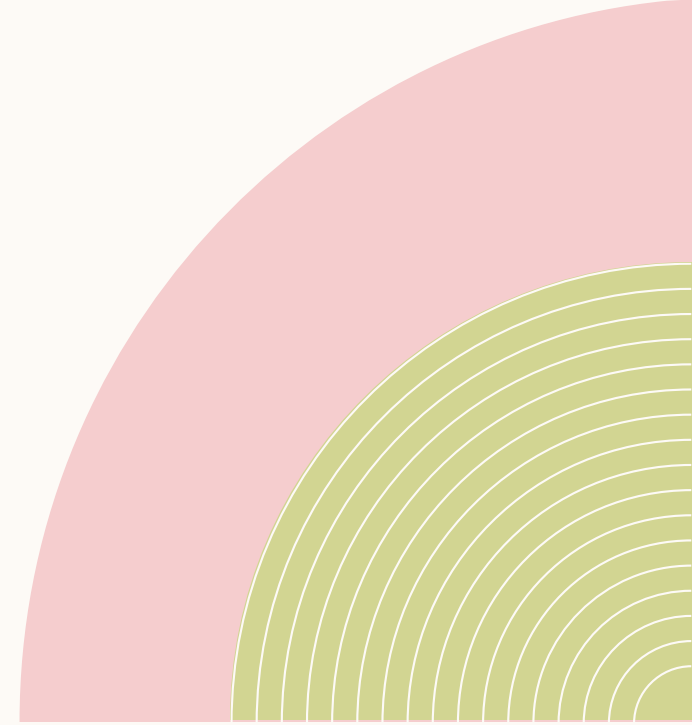


ARROW FUNCTIONS (FAT ARROW NOTATION)

Example 2: Arrow Function with No Parameters

```
String greet() => "Hello, World!";
```

```
void main() {  
    print(greet()); // Output: Hello, World!  
}
```





ARROW FUNCTION VS NORMAL FUNCTION

Normal Function:

```
int multiply(int a, int b)
{
    return a * b;
}
```

Arrow Function Equivalent:

```
int multiply(int a, int b) => a * b;
```

**THANK
YOU**