

#### **CHIANG MAI UNIVERSITY**

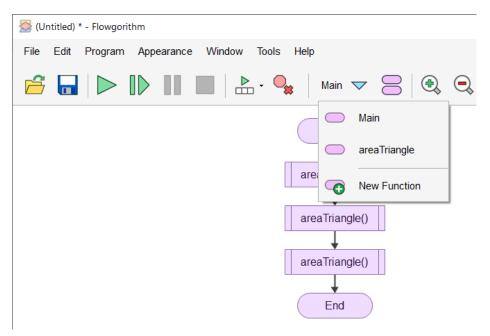
# College of Arts, Media and Technology 1<sup>st</sup> Semester / Academic Year 2025

## 960101 Fundamentals of Programming Logic in Digital Industry

	Lab Assignment 11: Function	
Name	Student ID	Section
Objectives:		

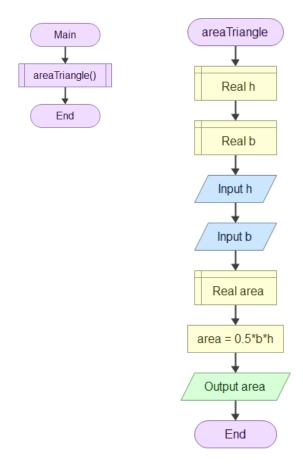
- 1) Understand the concept of functions.
- 2) Be able to create a function in Flowgorithm and Thunkable.
- 3) Be able to pass parameters to the created function, to process something inside the function, and to return a value.

#### Part 1 - Flowgorithm Tutorial

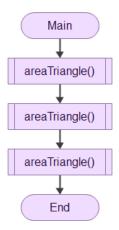


#### Ex. 1.1 Function without return value and without parameter.

1.1.1 Create a flowchart to calculate the area of triangle while inputs are height and base of triangle using function without returning and without parameter (areaTriangle()). Then, display the answer.

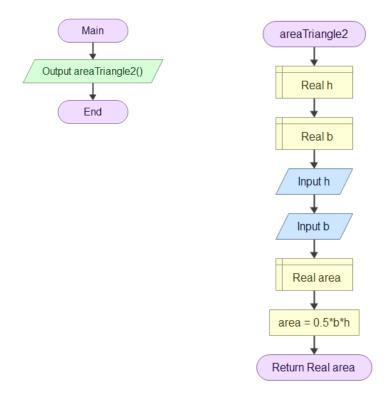


1.1.2 Modify the flowchart to display the area of 3 triangles by calling the **areaTriangle()** <u>function</u> 3 times.



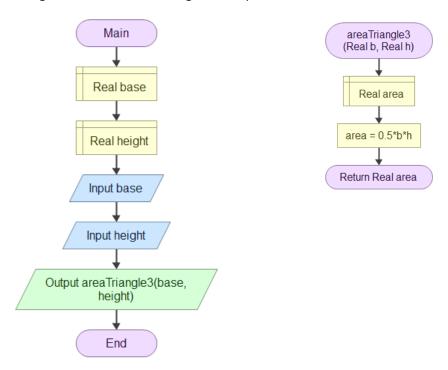
### Ex. 1.2 Function with return value and without parameter.

1.2.1 Modify the flowchart from 1.1.2 to use areaTriangle() function with returning area of triangle.



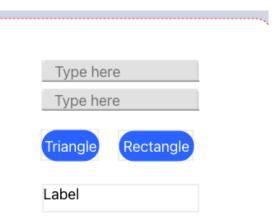
#### Ex. 1.3 Function with return value and with parameter.

1.3.1 Modify the flowchart from 1.1.2 to use **areaTriangle()** <u>function</u> with returning area of triangle Then, use height and base of the triangle as the parameter of the function.



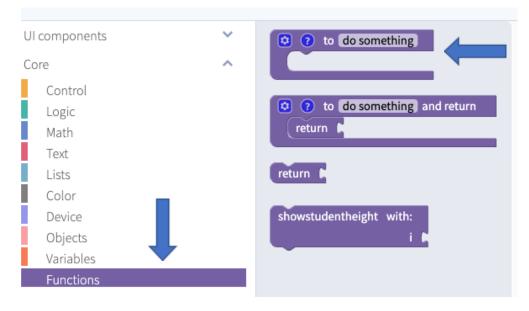
### Part 2 – Thunkable Tutorial

Create a program to create 2 buttons, 2 textboxes, 1 label. The program will calculate the area of triangle if the button "Triangle" is clicked or calculate the area of rectangle if the button "Rectangle" is clicked. Then, display the answer in the label.

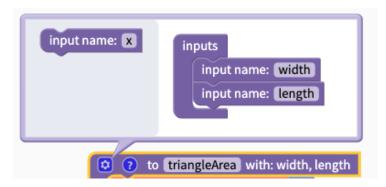


#### **Function without return value**

Create the function without return value



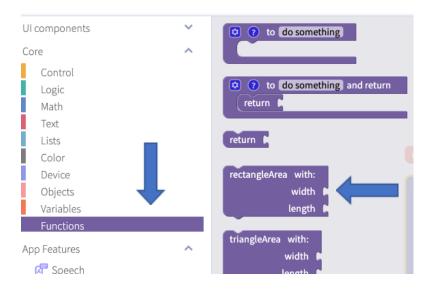
- Specify the input argument by clicking at gear symbol and dragging the input.
- Change the input argument's name



• Create "triangleArea" function

• Create "rectangleArea" function

#### **Call function**



Call function input the arguments

```
when Button7 Click do triangleArea1 with:

width Text_Input2 's Text |

length Text_Input3 's Text |

when Button8 Click |

do rectangleArea1 with:

width Text_Input2 's Text |

length Text_Input2 's Text |

length Text_Input3 's Text |
```

The complete code using function without return value

```
initialize app variable area to 📢 🔾
                                                                                                                                                                                                                                                                                                              when Button7 Click
     to triangleAreal with: width, length
                                                                                                                                                                                                                                                                                                                            triangleArea1 with:
              set Label3 		□ 's Text 		□ to
                                                                                                                                                                                                                                                                                                                                                                             width
                                                                                                                                                                                                                                                                                                                                                                                                           Text_Input2 

's Text 

✓
               set app variable area v to 0
                                                                                                                                                                                                                                                                                                                                                                           length Text_Input3 v 's Text v
               set app variable area v to
                                                                                                                                                                                                                                        ×- 0.5
                                                                                                                                   width - x - length -
              when Button8 -
                                                                                                                                                                                                                                                                                                                                                                             Click -
                                                                                                                                                             app variable area 🔻
                                                                                                                                                                                                                                                                                                                            rectangleArea1 with:
                                                                                                                                                             66 🗐 22
                                                                                                                                                                                                                                                                                                                                                                                  width
                                                                                                                                                                                                                                                                                                                                                                                                                 Text_Input2 

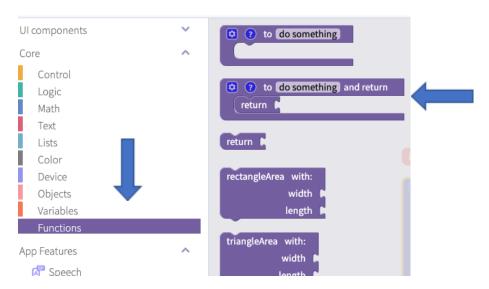
's Text 

✓
                                                                                                                                                                                                                                                                                                                                                                                length (
                                                                                                                                                                                                                                                                                                                                                                                                                 Text_Input3 v 's Text v
   to rectangleAreal with: width, length
            set Label3 		's Text 		 to 		 66 		 27
              set app variable area v to 0
              set [app variable area variabl
                                                                                                                         width - × length -
              set Label3 		 's Text 		 to ■
                                                                                                                   🧔 join 🚺
                                                                                                                                                          Label3 

's Text 

✓
                                                                                                                                                           app variable area 🔻
                                                                                                                                                             " 🗎 "
```

#### **Function with return value**





The complete code using function with return value

```
initialize app variable area to 0
                                                                                   Button7 Click
  to triangleArea and return with: width, length
                                                                                   set Label3 		 's Text 		 to
     set app variable area 🗸 to 🚺 0
                                                                                   set Label3 ✓ 's Text ✓ to triangleArea with:
    set app variable area 🔻 to 🛚
                                                                                                                               Text_Input2 v 's Text v
                                                            ×- 0.5
                                  width - × length -
                                                                                                                        length Text_Input3 v 's Text v
    return app variable area
                                                                                when Button8 Click
  to rectangleArea and return with: width, length
                                                                                    set Label3 → 's Text → to
     set app variable area 🔻 to 📗 🕕
                                                                                    set Label3 

's Text 

to [
                                                                                                               rectangleArea with:
     set app variable area v to width v vv length v
                                                                                                                          width Text_Input2 v 's Text v
                                                                                                                          length Text_Input3 > 's Text >
    return app variable area
```

# Part 2 – Problem Sets

Answer:	owchart on <b>Flowgorithm.</b>	
	Insert screen capture of Flowgorithm HERE!!	

1.2 Create a program on <b>Thunkable</b> .  Answer:		
	La contra de la Co	
	Insert screen capture of Thunkable HERE!!	

Answer:	wchart on <b>Flowgorithm.</b>	
	Insert screen capture of Flowgorithm HERE!!	

iswer:	
	Insert careen centure of Thunkable UEDEII
	Insert screen capture of Thunkable HERE!!

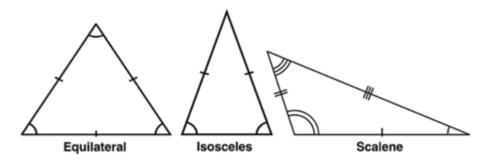
Answer:		
	Insert screen capture of Flowgorithm HERE!!	

iswer:	
	Insert sereen centure of Thunkahla UEDEII
	Insert screen capture of Thunkable HERE!!

7	Create a flowchart on <b>Flowgorithm</b> with a function that convert Christian year to Buddhism year the function must receive a parameter and return an output. The program must be able to covert multiple years at the same time.  Hint: you need to determine inputs, outputs, and the process of the year conversion. you need to know which parts should be grouped as a function.		
4	Answer:		
	Insert screen capture of Flowgorithm HERE!!		

Answer:		
	Insert screen capture of Thunkable HERE!!	

6. Create a program on **Thunkable** with a function that checks whether the triangle is an equilateral triangle, isosceles triangle, or scalene triangle. The function must return the word "equilateral triangle", "isosceles triangle", or "scalene triangle" to the location that function is called. The program must be able to <u>check multiple triangles</u> at the same time.



<b>1</b>	
Answer:	
	Insert screen capture of Thunkable HERE!!
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