Functions with Parameters
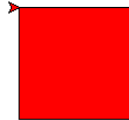
```python
import turtle
t=turtle.Pen()

def square(colour):
    t.fillcolor(colour)
    t.begin_fill()

    for i in range(0,4):
        t.forward(100)
        t.right(90)

    t.end_fill()

square("Red")
```

Return Values

```python
def Add(x,y):
    result = x + y
    return result

print(Add(5,4))
```

-------------- or --------------

```python
def Add(x,y):
    return x + y

result=(Add(5,4))

print(result)
```

OOP (Object-Oriented Programming)

Creating classes

```python
class Car:
    def __init__(self, make, model, colour):
        self.make = make
        self.model = model
        self.colour = colour
```

Creating instances of objects

```python
MyCar = Car("Ford", "Fiesta", "Red")
Herbie = Car("Volkswagen", "Beetle", "White")
BondsCar = Car("Aston Martin", "DB5", "Silver")
DelBoysCar = Car("Reliant", "Robin", "Yellow")
```

Getting attributes

```python
print(Herbie.make)
Volkswagen
```

Setting attributes

```python
MyCar.colour = "Blue"
print(MyCar.colour)
Blue
```

Creating methods (behaviours)

```python
class Car:
    def PressHorn(self):
        print("BEEEEEP")
```
Place inside your Class

```python
class Car:
    def SpeedUp(self,speed):
        speed = speed +1
        return speed
```
Place inside your Class

Using methods

```python
MyCar.PressHorn()
BEEEEEP
```

```python
print(MyCar.SpeedUp(60))
61
```