

INTRO TO PROGRAMMING

1. Elements of Programming

2. Functions

3. OOP

4. Data Structures

COMPUTER SCIENCE

5. Theory of Computing

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7. Building a Computer

BEYOND

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2. FUNCTIONS

Overview. In this chapter, we consider a concept that has as profound an impact on control flow as do conditionals and loops: the *function*, which allows us to transfer control back and forth between different pieces of code. Functions are important because they allow us to clearly separate tasks within a program and because they provide a general mechanism that enables us to reuse code.

- [2.1 Static Methods](#) introduces the Java mechanism (the *static method*) for implementing functions.
- [2.2 Libraries and Clients](#) describes how to group related static methods into libraries to enable modular programming.
- [2.3 Recursion](#) considers the idea of a function calling *itself*. This possibility is known as recursion.
- [2.4 Percolation](#) presents a case study that uses Monte Carlo simulation to study a natural model known as percolation.

Java programs in this chapter. Below is a list of Java programs in this chapter. Click on the program name to access the Java code; click on the reference number for a brief description; read the textbook for a full discussion.

| REF | PROGRAM | DESCRIPTION |
|-----------------------|---|----------------------------------|
| 2.1.1 | Harmonic.java | harmonic numbers (revisited) |
| 2.1.2 | Gaussian.java | Gaussian functions |
| 2.1.3 | Coupon.java | coupon collector (revisited) |
| 2.1.4 | PlayThatTuneDeluxe.java | play that tune (revisited) |
| 2.2.1 | StdRandom.java | random number library |
| 2.2.2 | StdArrayIO.java | array I/O library |
| 2.2.3 | IFS.java | iterated function systems |
| 2.2.4 | StdStats.java | data analysis library |
| 2.2.5 | StdStats.java | data analysis library |
| 2.2.6 | Bernoulli.java | Bernoulli trials |
| 2.3.1 | Euclid.java | Euclid's algorithm |
| 2.3.2 | TowersOfHanoi.java | towers of Hanoi |
| 2.3.3 | Beckett.java | Gray code |
| 2.3.4 | Htree.java | recursive graphics |
| 2.3.5 | Brownian.java | Brownian bridge |
| 2.3.6 | LongestCommonSubsequence.java | longest common subsequence |
| 2.4.1 | Percolation.java | percolation scaffolding |
| 2.4.2 | VerticalPercolation.java | vertical percolation |
| 2.4.3 | PercolationVisualizer.java | percolation visualization client |
| 2.4.4 | PercolationProbability.java | percolation probability estimate |
| 2.4.5 | Percolation.java | percolation detection |
| 2.4.6 | PercolationPlot.java | adaptive plot client |

Last modified on July 27, 2016.