

INTRO TO PROGRAMMING

- 1. Elements of Programming
- 2. Functions
- 3. OOP
- 4. Data Structures

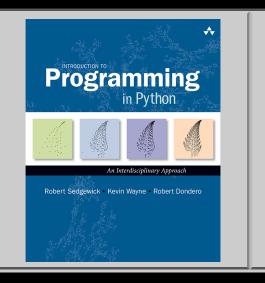
COMPUTER SCIENCE

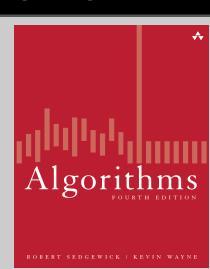
- 5. Theory of Computing
- 6. A Computing Machine
- 7. Building a Computer

BEYOND

- 8. Systems
- 9. Scientific Computation

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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	StdArraylO.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