## **Functions and Expressions and Statements**

## **Statements**

- A line of code that doesn't return anything and simply declares a value
- let y = 1; is a statement, it doesn't return a value
- let x = (let y = 3); is **NOT** valid

## **Expressions**

- Anything that returns a value is an expression
  - $\circ$  3 + 5, 5 < 6, 2 != 3 are examples of expressions
  - Another expression type uses a body {}

```
let x = {
    let y = 5; // this is a statement
    y+1 // this is an expression
};
```

■ **Note** the last line y+1 has no semi colon, denoting its expression and returning a value rather than being a statement

## **Functions**

- Functions convention in rust is to use snake case
  - Name a funtion using: fn snake\_case\_name(){}
  - Location of the function doesn't matter, it can be defined anywhere in the program
  - Parameters MUST be explicitly type defined
    - fn snake\_case\_name(x:<type>, y:<type>){}
  - Example:

```
fn test_run(){
    println!("test_run has been called");
}

fn add_numbers(x:i32, y:i32){
    pritnln!("add_numbers {} + {} = {}", x, y, (x+y));
}
```

Returning in a function

- Returns are done by the -> <type> operator
- fn test() -> i32{} returns an i32 type
- Note No matter which way you use to return, if the return statement is in the middle of the function (i.e. within a loop or conditional) you NEED to use the second method with the keyword
  - One way to return is by an expression
    - i.e, similar to an expression body, if an expression is the last statement of the function, then it returns the result of the expression.
  - Example:

```
fn mult_numbers(x:i32, y:i32) -> i32{
    x * y //note this is an expression no semicolon
}
```

- The other way to return is by using the return keyword
  - Note that this way is a either statement or expression, the semicolon doesn't matter
  - Example:

```
fn sub_numbers(x:i32, y:i32) -> i32{
  let result = x - y;
  if result < 10 {
     return result+10 //returning with an expression
  }
  return result //returning with a return expression
}</pre>
```