Splitting a Project Revision

**All Answers must be written in sentence or paragraph form**

1. Read Splitting a Project Lecture

2.

**a. What is a Parameter?**

Parameters are the names listed in the function definition

E.G

FunctionName (parameter1, parameter2, parameter3) {logic}

**b. What is an Argument?**

An argument are pieces of data or values that are passed through a subroutine or function.

**c. What are the differences between an argument and a parameter?**

The difference between a parameter and an argument are parameters are variables used to refer to the pieces of data provided. While arguments are the actual values for these parameters. For example you might have a parameter that looks like this

FunctionName **(x + y)**

The argument for this might look like this

X=1

Y=2

When the function is ran it will add 1 and 2 together.

3.

**a. What is a function?**

A function is a block of code designed to perform a particular task and are used to get or set values.

**b. what is a constructor?**

A constructor is a bit of code that is used to create an object. For example:

var player = new Player();

The “new Player();” part of this variable would create a new object based on a constructor and a prototype.

**c. what are the differences between the two?**

The differences between functions and constructors are constructors create and initialize objects that don’t yet exist while functions preform operations on objects that already exist. A constructor can only be called with the “new” operator while a function does not need the “new” operator to be called. A function must return something while constructors cannot return anything.

4.

**a. How do functions and constructors utilise and interact with parameters and arguments?**

Functions and constructors use and interact with parameters and arguments by looking at what parameters are defined and translating these parameters into the values as specified in the arguments and then carry out the task, return something or create an object.

**b. why?**

To allow us to use the function or constructor multiple times and also to keep the code “neat” allowing us to identify errors and make adjustments as needed.

5.

**a. What are the differences between calling and creating a function?**

When we call a function we are instructing it to carry out a task. When we create a function we are creating a function with the necessary information, data and sources to perform a task that we can later call upon.

**b. What is a prototype?**

A prototype is an object from which other objects inherit properties.