

CB U3.12 & U3.13: Calling Procedures & Developing Procedures

Procedures

A procedure is a block of code that is ran when it is called, taking in 0 or more arguments.

Procedures can be expressions by returning values.

Procedures help abstract and eliminate repetitive code used in multiple places, allowing sharing of code, and helps improve code readability.

```
fn procedure_name(args: i32) -> i32{  
    // process arguments...  
    print!(args);  
  
    // return value  
    36  
}  
  
println!(procedure_name(2)) //prints 2, 36, as the procedure is an expression
```