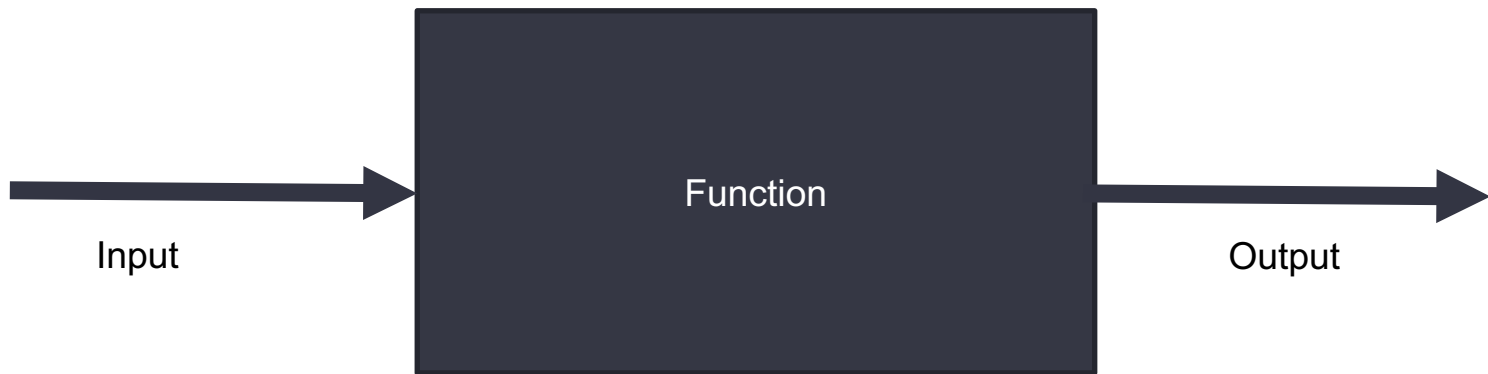




Functions

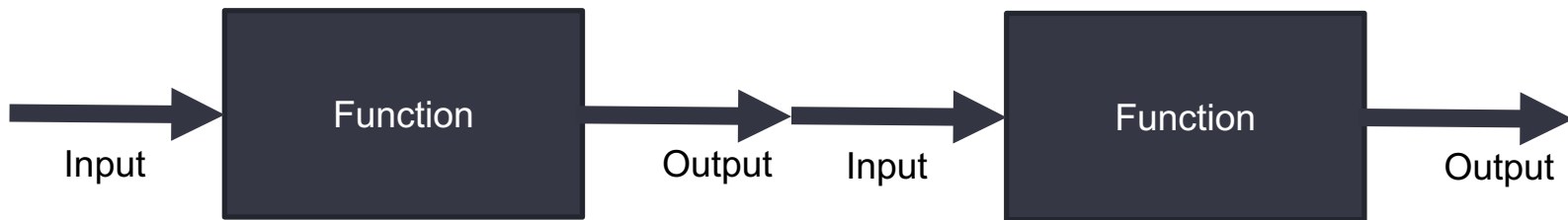
Functions

- A function is a way of creating a box that performs some action. This box is self contained and it cannot see the internals of any other box.
- A function can have zero or more inputs, and one or zero outputs.



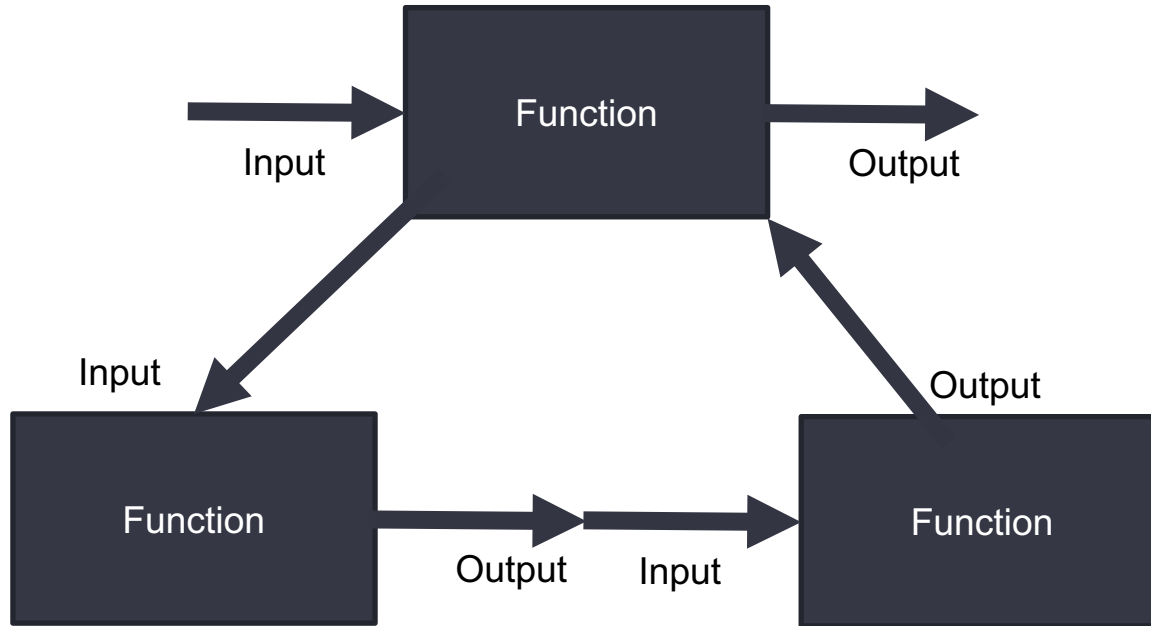
Functions

- Functions can be chained. You can pass the output of one function as the input of another function.



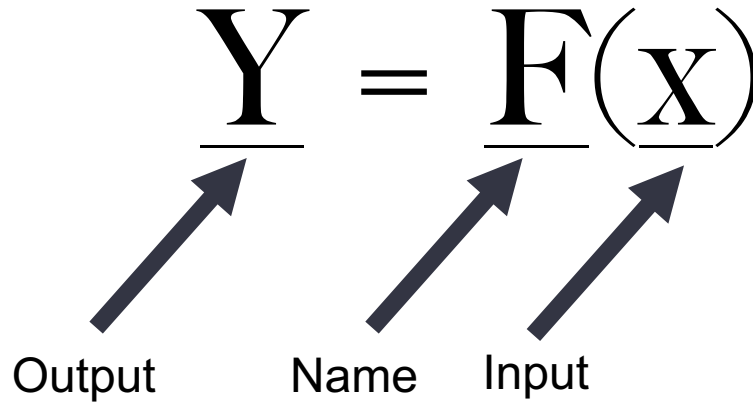
Functions

- Functions can call other functions, utilizing the output of those calls for it's own benefit.



Functions

- Just like in algebra, a function can be viewed as a transformation of inputs to outputs.



Functions

- Or functions can be viewed as groupings of like functionality that perform a job for your program.

playgame()
run()

