

# NAMING



## DESCRIPTION

Like putting a value or a command in a labelled drawer to retrieve later.

### NAMING VALUES

A **name** then = followed by the **value** to store. Later, use the word in place of the value

```
intro = "Why was 6 afraid of 7?"
numbers = list(range(7, 10))
punchline = "Because " + str(numbers)
print(intro)
print(punchline)
```

```
favouriteColor = red
favouriteColor = blue
favouriteColor = purple
```

Named values are called variables. Their values can be varied, and commands using the names then see a changed value

### NAMING ROUTINES

**def** before a **name** then brackets **()** and a colon **:**  
**Commands** indented with **tabs** one-per-line after the colon.  
**Empty line** ends the routine.  
See **BLOCKS** for indentation  
See **COMMANDS** for triggering

```
def tellJoke():
    print("Why was 6 afraid of 7?")
    numbers = list(range(7, 10))
    print("Because " + str(numbers))

tellJoke()
```

```
def setAll(color):
    for pos in range(0, 8):
        setPixel(pos, color)
```

Define setAll as shown, then set all lights blue using

```
setAll(blue)
```

