Unit 2—Lesson 2: Functions

Functions

tieMyShoes()

makeBreakfast(food: "scrambled eggs", drink: "orange juice")

Functions Defining a function

```
func functionName (parameters) -> ReturnType {
    // Body of the function
}

func displayPi() {
    print("3.1415926535")
}

displayPi()
```

3.1415926535

Parameters

If you multiply 10 by 3, you'll get 30.

```
func triple(value: Int) {
  let result = value * 3
  print("If you multiply \(value\) by 3, you'll get \((result\).")
}
triple(value: 10)
```

Parameters Multiple parameters

```
func multiply(firstNumber: Int, secondNumber: Int) {
   let result = firstNumber * secondNumber
   print("The result is \((result)."))
}
multiply(firstNumber: 10, secondNumber: 5)
```

The result is 50.

Return values

```
func multiply(firstNumber: Int, secondNumber: Int) -> Int {
  let result = firstNumber * secondNumber
  return result
}
```

Return values

```
func multiply(firstNumber: Int, secondNumber: Int) -> Int {
  return firstNumber * secondNumber
}
```

```
let myResult = multiply(firstNumber: 10, secondNumber: 5)
print("10 * 5 is \((myResult)\)")
```

```
print("10 * 5 is \(multiply(firstNumber: 10, secondNumber: 5))")
```

Argument labels

```
func sayHello(firstName: String) {
  print("Hello, \([firstName])!")
}
sayHello(firstName: "Amy")
```

Argument labels

```
func sayHello(to: String, and: String) {
  print("Hello \((to) and \((and)\)")
}
sayHello(to: "Luke", and: "Dave")
```

Argument labels External names

```
func sayHello(to person: String, and anotherPerson: String) {
  print("Hello \(person) and \(anotherPerson)")
}
sayHello(to: "Luke", and: "Dave")
```

Argument labels Omitting labels

```
print("Hello, world!")

func add(_ firstNumber: Int, to secondNumber: Int) -> Int {
    return firstNumber + secondNumber
}

let total = add(14, to: 6)
```

Default parameter values

```
func display(teamName: String, score: Int = 0) {
  print("\(teamName): \(score)")
}

display(teamName: "Wombats", score: 100)
display(teamName: "Wombats")
```

Wombats: 100

Wombats: 0

Unit 2—Lesson 2

Lab: Functions



Open and complete the exercises in Lab - Functions.playground