

//: Playground - noun: a place where people can play

import UIKit

// functions - Lecture 3

//*****

// IN-CLASS PRACTICE

//*****

```
func firstFun1(x: Int, y: Int = 5) -> Int {  
    var s = "hello"  
    return x + y  
}
```

var f = firstFun1

firstFun1(x:3, y:3)

firstFun1(x:3)

```
func maxAndAvg(array: [Int]) -> (m:Int, Double){  
    var max = array[0]  
    var sum = array[0]  
    for each in array[1..  
        if max < each {  
            max = each  
        }  
        sum += each  
    }  
  
    let avg = Double(sum)/Double(array.count)  
    return (max, avg)  
}
```

var ar = [1,2,5,8,4]

maxAndAvg(array: ar)

```
func f(a b: Int, _ b1 : Int){  
  
}
```

f(a: 4, 3)

```
func add(x: Int, y:Int) -> Int {  
    return x+y  
}
```

```
func multiply(x x1: Int, y y1: Int) -> Int {
    return x1*y1
}
```

```
var mathFunction = multiply
```

```
mathFunction(5, 4)
```

```
func increaseByOne(value: Int = 5) -> Int {
    return value+1
}
```

```
// example closure
var clos = { (value: Int) -> Int in
    return value - 1
}
```

```
// function definition with a closure in parameter list
func someFunction(x: Int, closure: (Int) -> Int){
    closure(x)
}
```

```
//function calls with function and closure in parameter list
someFunction(x: 5, closure: increaseByOne)
someFunction(x: 5, closure: clos)
```

```
// function call without trailing closure
someFunction(x: 5, closure: {
    (value: Int) -> Int in return value + 5
})
```

```
// function call with trailing closure
someFunction(x: 5) {
    (value: Int) -> Int in return value + 10
}
```

```
//*****
// BEFORE CLASS PRACTICE
//*****
```

```
increaseByOne(value: 8)
increaseByOne()
```

```
func sayHelloOrBye(name: String, whichOne: Bool){

    if whichOne {
        print("Hello "+name, terminator="")
    }
}
```

```

    }
    else{
        print("Bye "+name, terminator:"")
    }
}

```

```

sayHelloOrBye(name: "David", whichOne: false)

```

```

//different order nor accepted
//sayHelloOrBye(whichOne: false, name: "David")

```

```

var a = 1
var b = 2
var c = 3

```

```

print(a,b,c)
//prints "1 2 3\n"

```

```

print(a,b,c,separator:"-")
//prints "1-2-3\n"

```

```

print(a,b,c,separator: "-", terminator:"")
//prints "1-2-3"

```

```

// give me max and avg

```

```

let res = maxAndAvg(array: ar)

```

```

print(res.0, res.1)

```

```

func printName(name: String){
    var name = name
    name = "John"
    print(name)
}

```

```

printName(name: "Ben")

```

```

// closures by sort example
ar.sort()

```

```

// ar.sorted(by: (Int, Int) -> Bool)

```

```

let names = ["Chris", "Alex", "Ewa", "Barry", "Daniella"]

```

```

var reversedNames = names.sorted(by: { (s1: String, s2: String) -> Bool in return s1
    > s2 } )

```

```

var ss = 0

```

```
for i in stride(from: 0, through: 10, by: 2){  
    ss += i  
}  
  
print(ss)
```