Topic/Title: Functions Part 1: Creating and Calling Functions Functions Part 2: Parameters and Arguments Functions Part 3: Outputs & Return Values



| -We can touch Ctrl+F. Then, Console.log(); console.log(); return x; Karel Stanford Robot:- very similar to HUBO. -can be used for programming practice. -http://stanford.edu/~cpiech/karel/ide.html Using parameters: function getMilk (bottles) { var cost = bottles * 1.5; //Do something with cost } Parameter is variable in the declaration of function. Argument is the actual value of taxibable with floor(2.5); is 2 -Math.floor(2.8); is 2 -M | | | | |
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| -All lines of code inside the function should be indented. function hale() { alert("My name is Hale."); } -We don't need; at the end of the } -We call the function by simply writing hale(); Ctrl+F;-We can use it to replace the names of all our variables. We first highlight the variation of all our variables. We first highlight the vari | Keywords/Questions: | Notes: | | |
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| -It will be printed inside console. The continue of the con | console.log(); | console.log(); :-used to print. | move(); turnleft(); pickeft(); pickeft(); } Karel program structure: if (condition) { automata executed if condition is true } if (condition) { automata executed if condition is true } | |
| Math.floor(); Math.round(); Math.pow(); Math.floor(); Math.floor(); Math.gloor(); Math.gloor(); Math.floor(); Math.floor(); Math.floor(); Math.floor(); Math.floor(); Math.floor(); Math.floor(); Math.floor(2.5); is 2 -Math.floor(2.2); is 2 -Math.floor(2.8); is 2 -Math.floor(2); is 3 -Math.floor(2); is 2 -Math.floor(2); is 3 -Math. | | -It will be printed inside console. | **Comments may be included anywhere in **be program between a slash-star and **the corresponding star-slash characters.** **Illerative statements: for (int i = 0; i < count; i++) { | |
| -can be used for programming practice. -http://stanford.edu/~cpiech/karel/ide.html Using parameters: | return x; | Karel Stanford Robot:- very similar to HUBO. | definitions of helper functions Method definition: | |
| Math.floor(); -http://stanford.edu/~cpiech/karel/ide.html Using parameters: function getMilk (bottles) { var cost = bottles * 1.5; //Do something with cost getmilk(5);:-the argument here is 5. Math.pow(); Parameter is variable in the declaration of function. Argument is the actual value of to variable that gets passed to function. Math.floor();:- gives us the largest integer <= a given number. -Math.floor(2.5); is 2 -Math.floor(2.2); is 2 -Math.floor(2.8); is 2 -Math.floor(2); is 2 Summary: All the variable naming rules apply to naming functions. When declaring functions, we indent the codes inside function name(parameters){//commands} :- declaring a function - name(argument); :-calling the function Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | | -can be used for programming practice. | Karel condition names: frontisClear() frontisBlocked() turnElight(); leitIrcliar() leitIrablocked() turnErome(); beppersPresent() noRepersPresent() pallocker(color); pallocker(color); | |
| Math.round(); function getMilk (bottles) { var cost = bottles * 1.5; //Do something with cost } Math.pow(); Math.pow(); Parameter is variable in the declaration of function. Argument is the actual value of to variable that gets passed to function. Math.floor(); :- gives us the largest integer <= a given number. -Math.floor(2.5); is 2 -Math.floor(2.2); is 2 -Math.floor(2.8); is 2 -Math.floor(2); is 2 Summary: All the variable naming rules apply to naming functions. When declaring functions, we indent the codes inside function name(parameters){//commands} :- declaring a function - name(argument); :-calling the function Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | Math.floor(); | -http://stanford.edu/~cpiech/karel/ide.html | beepersInBag() noBeepersInBag() New conditions: | |
| Var cost = bottles * 1.5; | Math.round(); | | | |
| Math.pow(); Math.pow(); Math.pow(); Math.floor(); :- gives us the largest integer <= a given number. -Math.floor(2.5); is 2 -Math.floor(2.2); is 2 -Math.floor(2.8); is 2 -Math.floor(2); is 2 Summary: All the variable naming rules apply to naming functions. When declaring functions, we indent the codes inside function name(parameters){//commands} :- declaring a function - name(argument); :-calling the function Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | | var cost = bottles * 1.5; | | |
| wariable that gets passed to function. Math.floor(); :- gives us the largest integer <= a given number. -Math.floor(2.5); is 2 -Math.floor(2.2); is 2 -Math.floor(2.8); is 2 -Math.floor(2); is 2 Summary: All the variable naming rules apply to naming functions. When declaring functions, we indent the codes inside function name(parameters){//commands} :- declaring a function - name(argument); :-calling the function Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | | getmik(5); :-tr | | |
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| Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | function name(parameters){//commands} :- declaring a function | | | |
| | - name(argument); :-calling the function | | | |
| console.log(); :-used to printreturn x; :-used to return outputs of a function. | Ctrl+F:- used for highlighting and replacing all occurrences of a particular variable in snippet/console. | | | |
| | | | | |
| Math.floor(argument); :-used to round to the lowest integer | | | | |
| Math.round(argument); :-just rounds the number to the nearest integer | | | | |

Math.pow(number, exponent); and number**exponent :- both are used to raise a number to a particular exponent.

```
return 5;
```

```
-The return keyword is used with functions. It gives the function an output.
```

```
-function getMilk (money) {
  return money % 1.5;
}
```

var change = getMilk(4);

-The output of getMilk(4) is 1 so the value of the variable change will be 1.

Math.pow(5, 2);

- -this means 5 the power of 2.
- -it raises the first number to the value of the second number.
- -similar to the exponentiation expression(**).

$$-5**2=25$$

Exponentiation expression(**):

- -similar to Math.pow(arg1, arg2);
- -5**2=25

Math.round();

-rounds a number to the nearest whole number