AP Computer Science Principles
Ticket Out the Door
Set 21: Writing Functions

Name _____ Period _____

Skill 21.01 Exercise 1

(a) What is a function?

(b) Why are functions considered abstractions?

Skill 21.02 Exercise 1

(c) Using a function declaration, create a function called getReminder() that prints a reminder to the console. In the function body of getReminder(), log the following reminder to the console: 'Water the plants.'

(d) Using a function declaration, create a function called greetInSpanish(). In the function body add a console.log() that prints: 'Buenas Tardes.'


Skill 21.03 Exercise 1

Imagine that you manage an online store. When a customer places an order, you send them a thank you note. Let's create a function to complete this task:

(a) Define a function called sayThanks() as a function declaration.

(b) In the function body of sayThanks(), add code such that the function writes the following thank you message to the console when called: 'Thank you for your purchase!'

(c) Call sayThanks() to view the thank you message in the console.

(d) Functions can be called as many times as you need them. Imagine that three customers placed an order and you wanted to send each of them a thank you message. Update your code to call sayThanks() three times.
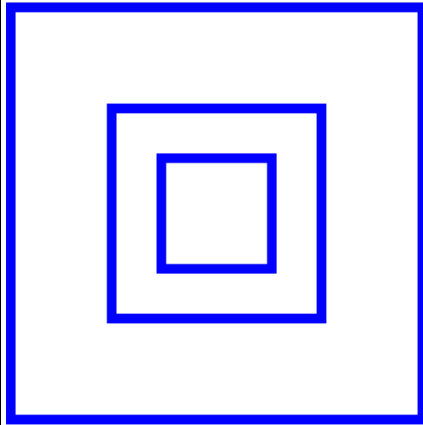
Skill 21.04 Exercise 1

The code below creates the output shown to the right.

```
var square = document.createElement("div");
var dimensions = 200;
var xPos = 0;
var yPos = 0;
square.style.width = dimensions + "px";
square.style.height = dimensions + "px";
square.style.border = "thick solid #0000FF";
square.style.position = "absolute";
square.style.left = xPos + "px";
square.style.top = yPos + "px";
document.body.append(square);
```
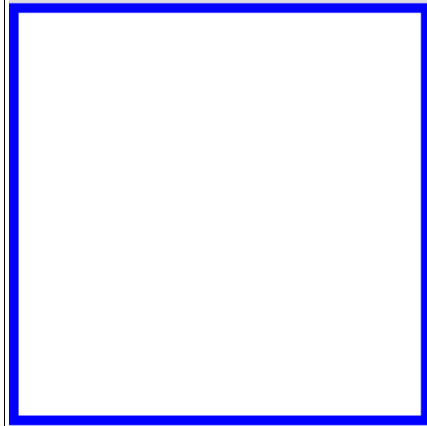
Rewrite the code above as a function. Call the function *drawSquare*. Pass the following parameters to *drawSquare*: *dimensions*, *xPos*, *yPos* and use them in the body of the paragraph in place of the hardcoded values.

Call *drawSquare* to create squares on the screen like the output shown below.

Skill 21.05 Exercise 1

The code below is intended to create a square using the function in the previous exercise.

makeSquare(200, 0, 0);

But, when the following code is implemented to add text to the square an error occurs.

square.innerHTML = "Here is some text!";

(a) Explain why?
(b) Modify the code from the previous exercise to fix the error.