PPS Project

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Branch : CSE
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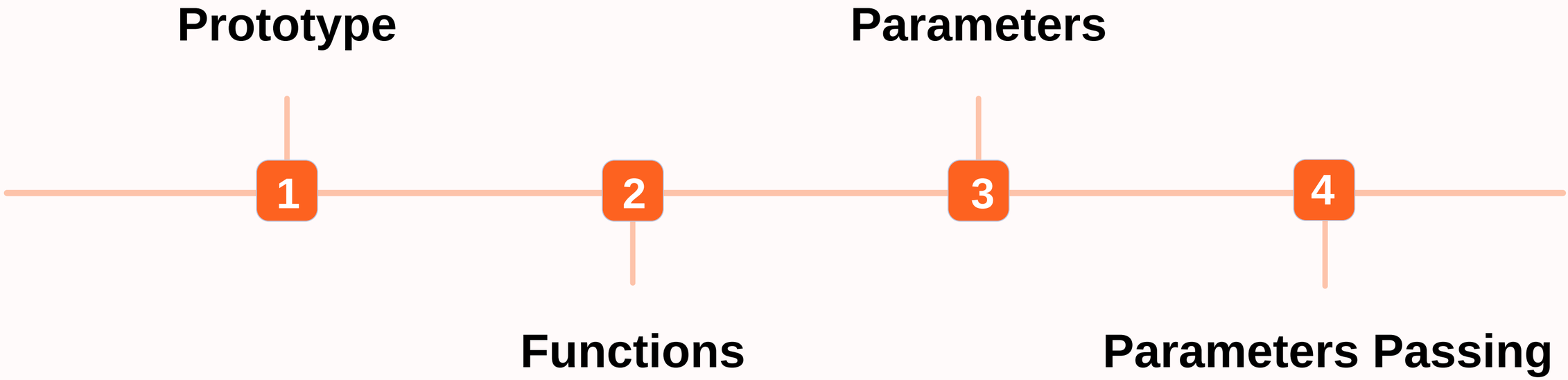
Outline



Definition of Prototype

Early Model

A preliminary version to test and refine ideas

Iterative Design

Allows for continuous improvement before final product

Visualization Tool

Brings concepts to life for stakeholders

Examples of Prototypes

Software Mockups

Interactive wireframes and clickable user interfaces

Physical Models

3D printed objects and scale models

Proof of Concepts

Demonstrating the feasibility of an idea

Definition of Functions

1

Reusable Code

Encapsulated blocks of code that perform a specific task

2

Input and Output

Functions can accept parameters and return values

3

Modular Design

Allows for organized and scalable program structure

Examples of Functions

Math Functions

Perform calculations like add(), multiply(), and sqrt()

1

Data Functions

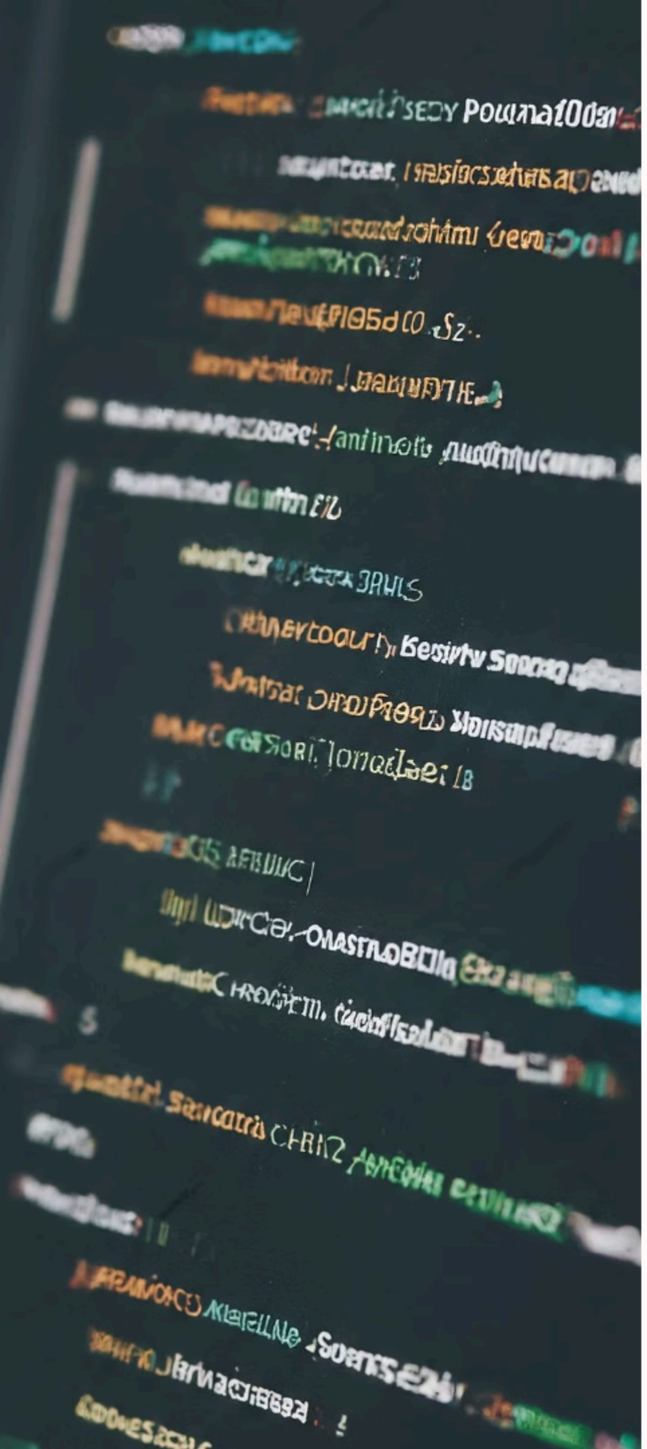
Process information like sort(), filter(), and map()

3

2

String Functions

Manipulate text data like concat(), substr(), and trim()



Definition of Parameters

Input Values

Variables passed into a function to customize its behavior

Flexibility

Allow functions to be reused in different contexts

Typed Parameters

Parameters can have specific data types like integers or strings

Examples of Parameters

Numeric

Pass in integers or floating-point values

String

Pass in text data like names or descriptions

Complex

Pass in structured data like objects or arrays

Parameter Passing

1

By Value

Copies the parameter's value into the function

2

By Reference

Provides a reference to the original parameter

3

Immutability

Preserving the original parameter value

Conclusion

Mastering program problem solving empowers you to create innovative solutions. Remember the power of prototypes, functions, and parameters to build robust and flexible code.