

users > joanchen > Documents > myPythonCode > test.py

```
1  '''
2  This is for intro to functions, the objectives are the following:
3  1. Why would we use functions?
4  2. What does return do?
5  3. How do we pass in parameters?
6  '''
```

CODE CLUB

Version 1

PYTHON 入門3

```
13 city = input("Enter a city:")
14 num_of_members = input("how many floors does the building have?")
15 print(city + str(num_of_members) )
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21 city = input(["Enter a city:"])
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sers > johnhen > Documents > myPythonCode > test.py

今日のやる事

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2 This is for intro to functions, the objectives are the following:

3 1. Why would we use functions?

4 2. What does return do?

5 3. How do we pass in parameters?

6 • 復習 (ゲームを作ろう！)

7
8
9 • 条件 (もし～だったら、～する)

10
11 ### Version 1

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今日の先生

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復習しよう！

下のコードを実行したら何が起こる？

1
2 This is for intro to functions, the objectives are the following:

3 1. Why would we use functions?

4 2. What does return do?

5 3. ...

6
7 #1
8 *print*(1+2)

9
10
11 ###
12 #2
13 *print*("Merry " + "Christmas!")

14
15
16
17 #3
18 *print*("今日は" + 37 + "度です")

19
20
21 city

22 num

23 pri

24

25

引数、関数、戻り質？

```
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NUMBER1 = **INT**("10")



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関数はどう作る？(1)

1. 関数の名前を決める

- 例：addOne()
- `def addOne()`

2. 引数入れる

- 例：addOne(`x`)

3. 戻り質を書く

- 例：return `y`

4. 中身を作る、計算する

- 例： $y = x + 1$

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6 ...
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関数をどう作る？(2)

###

city

num

pri

city

num

pri

```
city = input("Enter a city:")
```

```
num_of_members = input("how many floors does the building have?")
```

```
print(city + str(num_of_members) )
```

```
def addOne(x):
    y = x + 1
    return y
```


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関数を使って
ゲームを作りましょう！

ゲーム：SLITHER

<https://github.com/joanchen306/Slither>

ゲームを実行：start.pyで Run  する

幾つの変のところがあります、

1. スコアがない

2. 実はスコアを計算してません

3. へびの動きは異様に遅い

Homework1で直しましょう！

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LESSON

Version 1
今日の課題

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CONDITIONALS

```
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条件

もし～だったら、～する (1)

```
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4 2. What does return do?  
5 3. How do we use functions?
```

例:

```
if x == y:  
    print("xとyは同じ質です")
```

```
11 ### Version 1.0
```

```
12  
13 city = input("Enter a city:")  
14 num_of_members = input("how many floors does the building have?")  
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```

じゃ、**if x > y** はなんの条件を確認してますか？

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21 city = input(["Enter a city:"] )  
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もし～だったら、～する (2)

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5 3. How do
```

例:

```
if x == y:  
    print("xとyは同じ質です。")  
elif x > y:  
    print("xはyより大きいです。")
```

```
11 ### Versio  
12  
13 city = inp  
14 num_of_members = input("how many floors does the building have?")  
15 print(city + str(num_of_members) )  
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もし～だったら、～する (2)

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例:

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if x == y:
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elif x > y:
    print("xはyより大きいです。")
else:
    print("xはyより小さいです。")
```

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14 num_of_me
15 print(cit
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ゲームの中に

IFを使いましょう