4 – Subroutines, Local and Global variables

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Subroutines

Subroutines are merely sections of code that are named. They can contain all language features such as selection, iteration, calling subroutines etc.

They have advantages such as making that code re-usable throughout the main programming (instead of copying the code manually); they compartmentalise the code; they make the code easier to test and it makes it easier for multiple developers to collaborate on a project together.

Functions (and Parameters and Arguments)

Functions are the same as subroutines but return values.

Just like subroutines, functions except parameters and arguments. A parameter is the name for the input to the function and the argument is the value that is passed into the function (or subroutine) when you call it.

Local and Global Variables

Local variables are only accessible within a certain scope (such as within a function). A global variable is accessible from everywhere in the program.

Exception Handling

When you write some code that performs an operation which can't be carried out (such as dividing by zero), an error or exception is caused. You can "catch" these errors so that they do not terminate the program.