



# Store a Function in a Module

Objective: Set up how a function will work in one file, then import it in another file to use it!

Directions: Complete the following steps

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## Step 1:

Make a new folder in **YOUR** directory, name it “modules”.

Create a new file named “**pizza.py**”

Save it in your new directory, *modules*

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## Step 2: Write the code below in pizza.py:

```
1  def make_pizza(size, *toppings):
2      print("\nMaking a " + str(size) +
3            "-inch pizza with the following toppings:")
4      for topping in toppings:
5          print("- " + topping.title())
```

## Step 3: CTRL + S to save

## Step 4: CTRL + N

## Step 5: CTRL + S

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## Step 6: Name the new file, **make\_pizza.py** -- Save it in your new *modules* directory

```
1  import pizza
2  prompt = raw_input("We are going to make your favorite pizza" +
3                    "\nContinue? y/n ")
4  pizza.make_pizza(16, 'pepperoni')
5  pizza.make_pizza(12, 'mushrooms', 'peppers', 'legos')
```

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## Step 7: RUN IT!

To see your pizza *move*, execute **bounce.py**, in the *pizza\_pygame* folder