Calculator

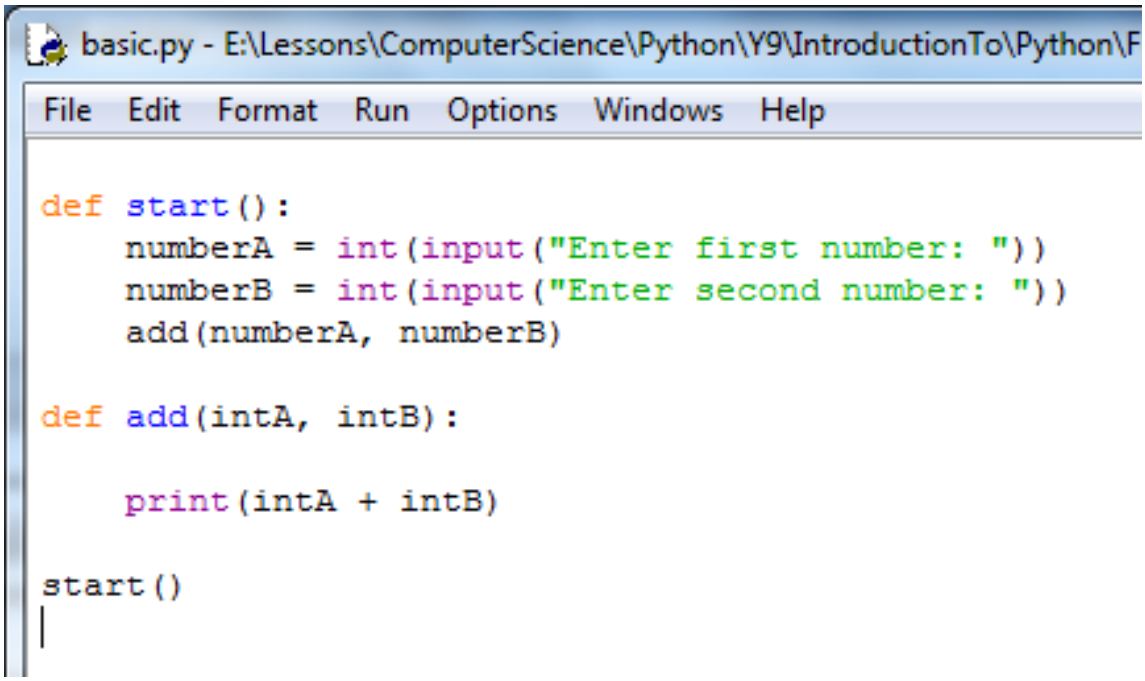
Name:	Class:	Date:

Task 1

Here is the basis for a calculator.

This uses a special programming constructs called a *subroutine.*

The *subroutine* starts with *def* and is very useful when making advance programs. This type of *subroutine* is called a procedure.



Extension 1

Can you create 3 more *subroutines* to multiply, subtract and divide?

In computing we use the following symbols:

- (subtract)

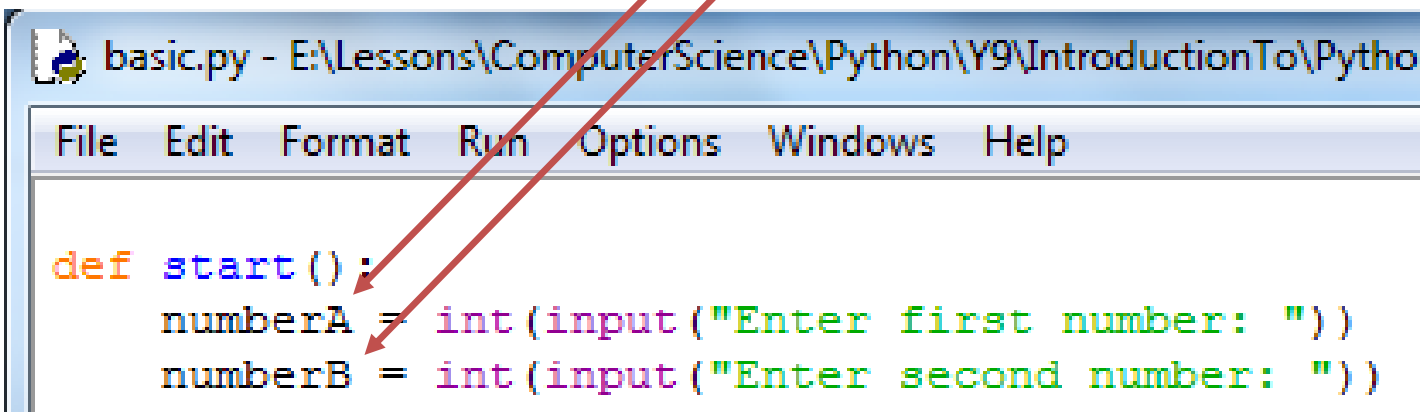
* (Multiply)

/ (Divide)

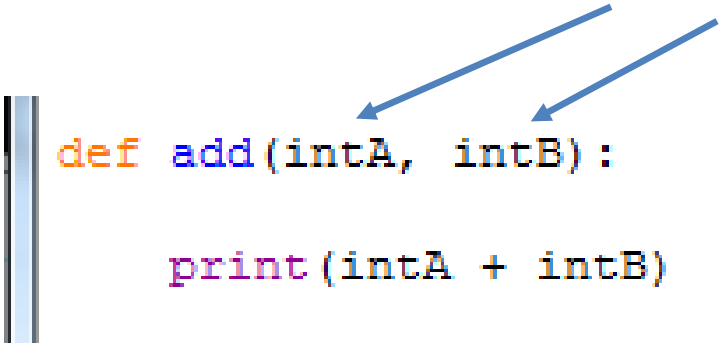
Make sure you create a skills log as you go.

Theory 1

The *subroutine* start() has two local variables:



The add() *subroutine* has two **parameters**.



When we **call** add() we do it like this:

```
add(numberA, numberB)
```

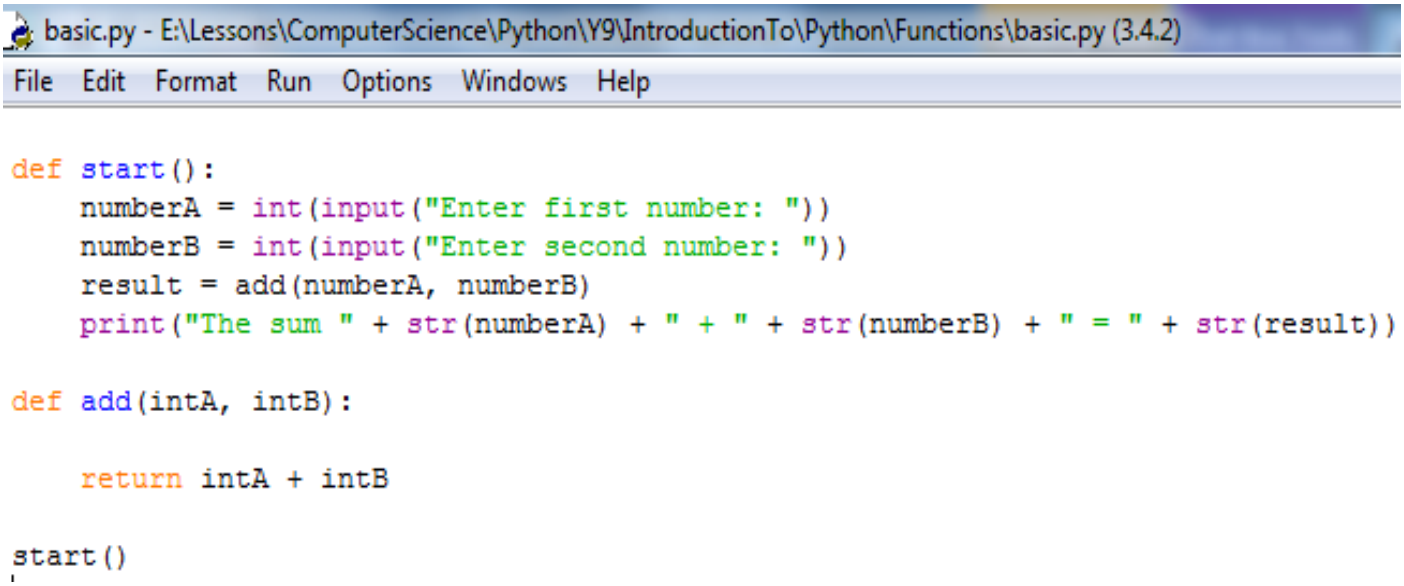
Can you explain the relationship between the variables in start() and the two parameters in add()?

Extension 2

We can improve the code in many ways.

Here I have changed the add() so that instead of printing out it now returns a value.

Look carefully at the changes made before writing this code.



Theory 2

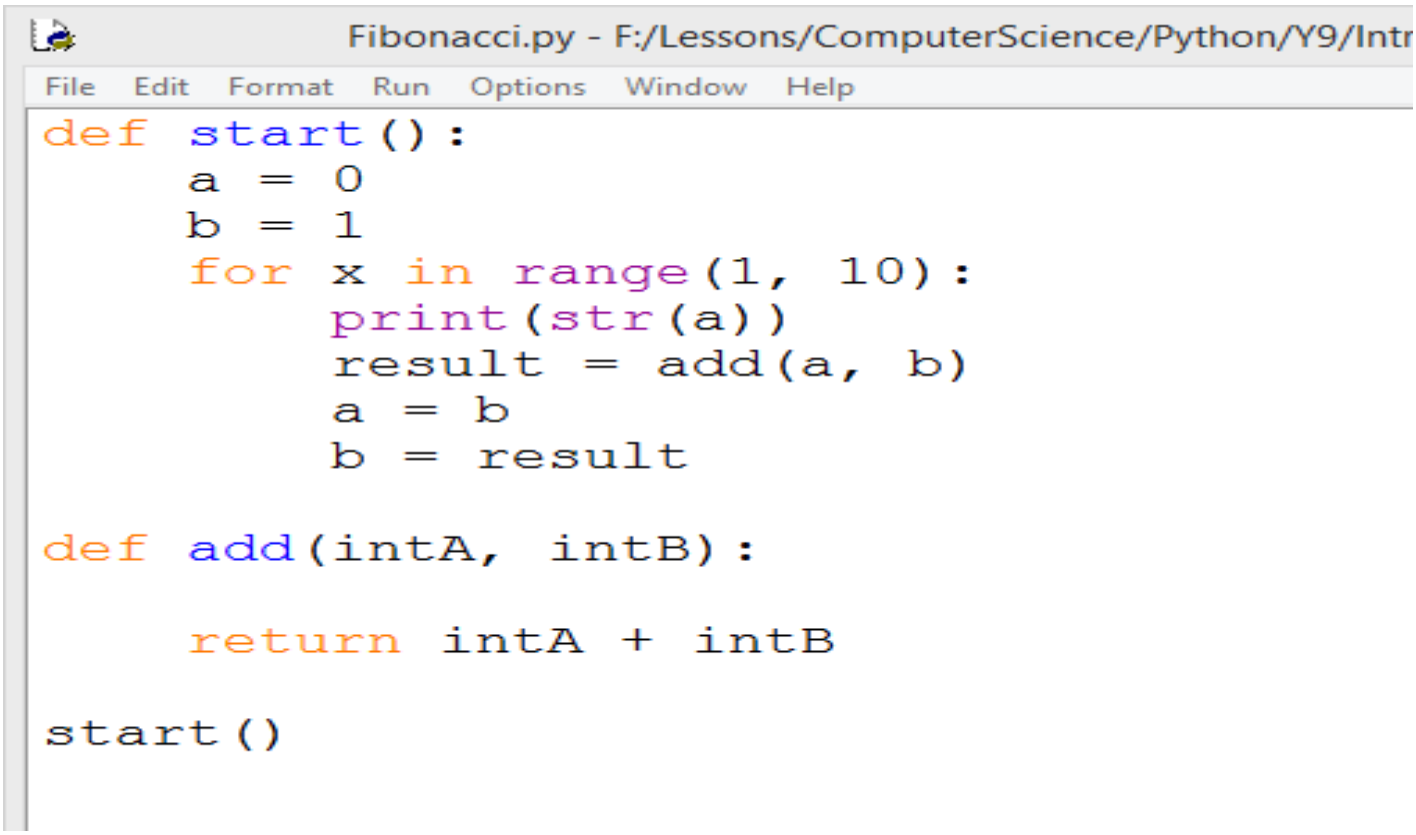
What does the below line in the add() *subroutine* do?

```
    return intA + intB
```

Task 2

You will now write a program that prints out the Fibonacci sequence.

The sequence goes on forever but we will only go up to the 10th number.



Extension 1

The For loop stops once it *iterates* 10 times. Can you make it so a user can **input** their own number of iterations?

Begin by seeing what happens when you make this value higher or lower.

You may want a variable with a name such as: **maxNum**