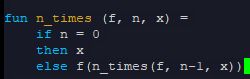
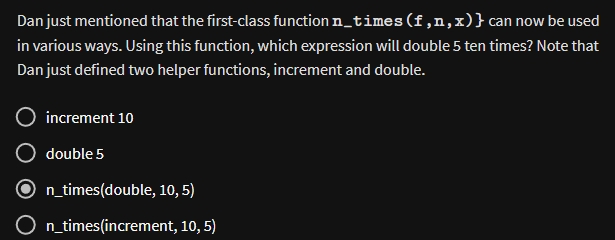


Refactoring using functional programming:



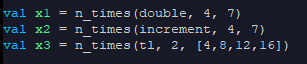


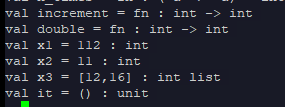
Using the refactored function:

Define the helpers (functions to be passed in f)

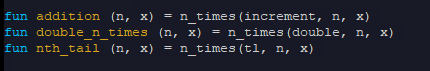


Use the n\_times function





Directly using the refactored function:



Final code:

