

EACH DOG IS DIFFERENT!

Types, Bits and Variables

THE STORY SO FAR...

Functions

Something something..

Blah blah blah

Functions

Blah blah blaaah

Functions

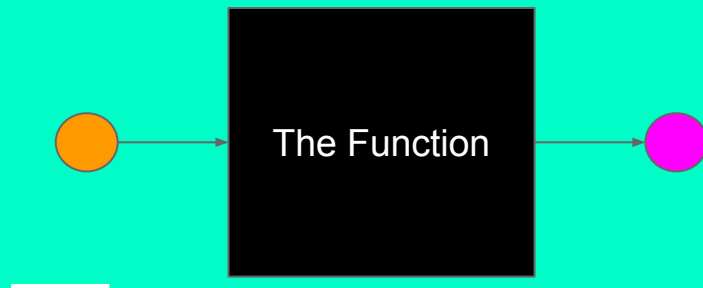
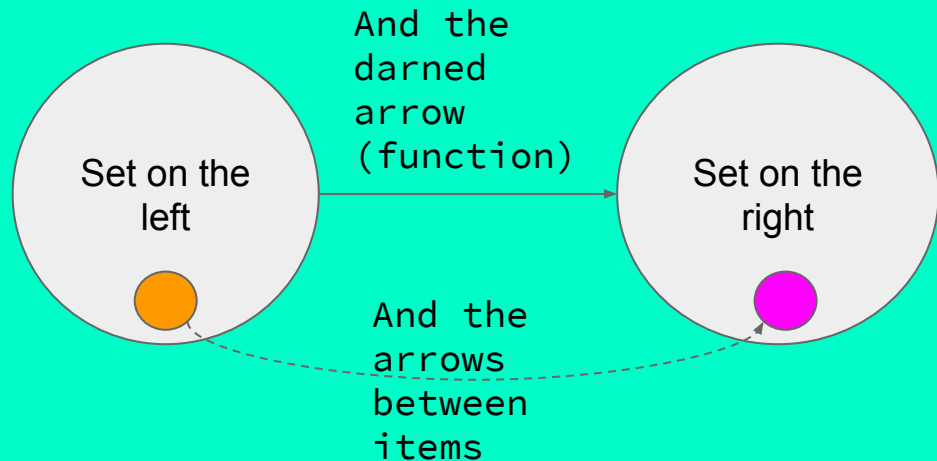
Functions

Something else

Funky Functions

TEENSY REVIEW

SOOOOOO... BORING

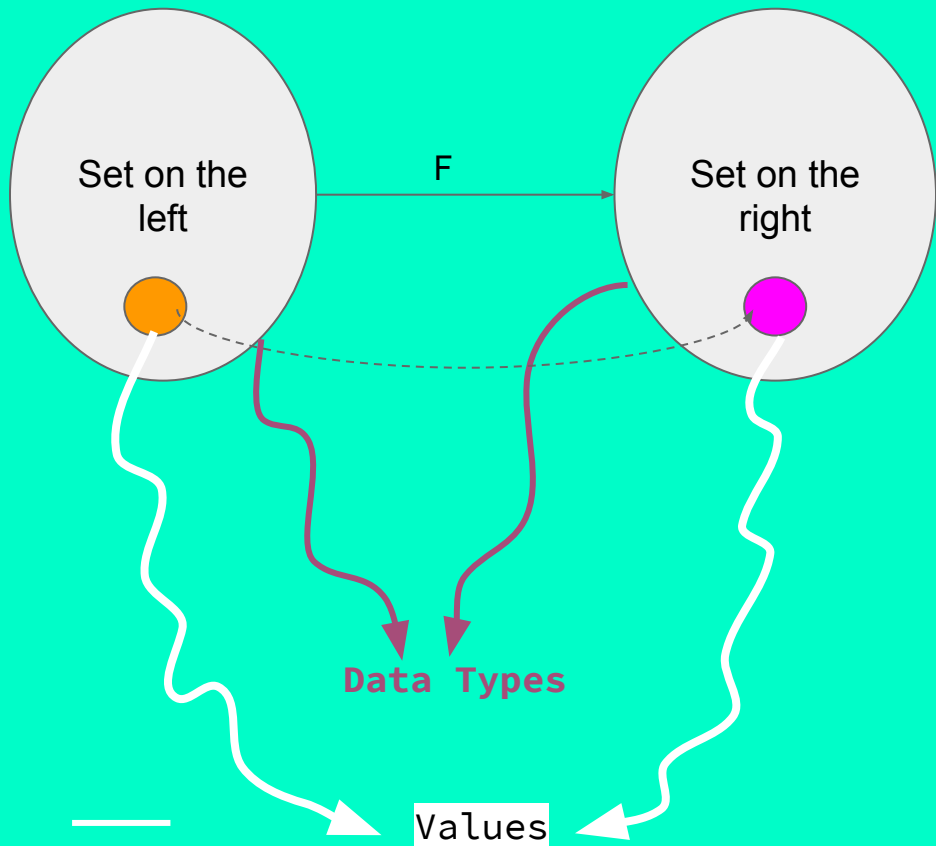




WAKE UP...

The sets are like
“DATA TYPES”

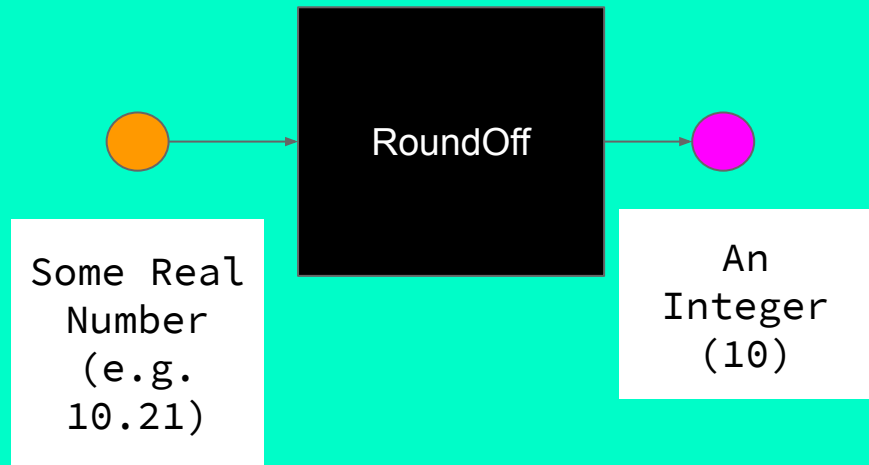
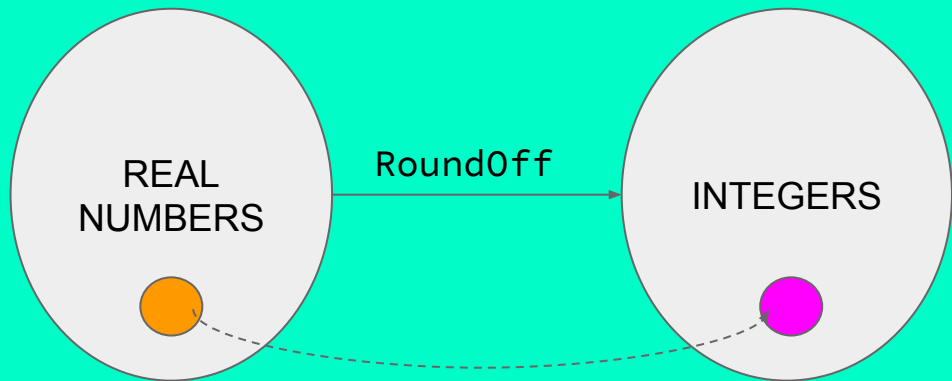
The items are
“VALUES”



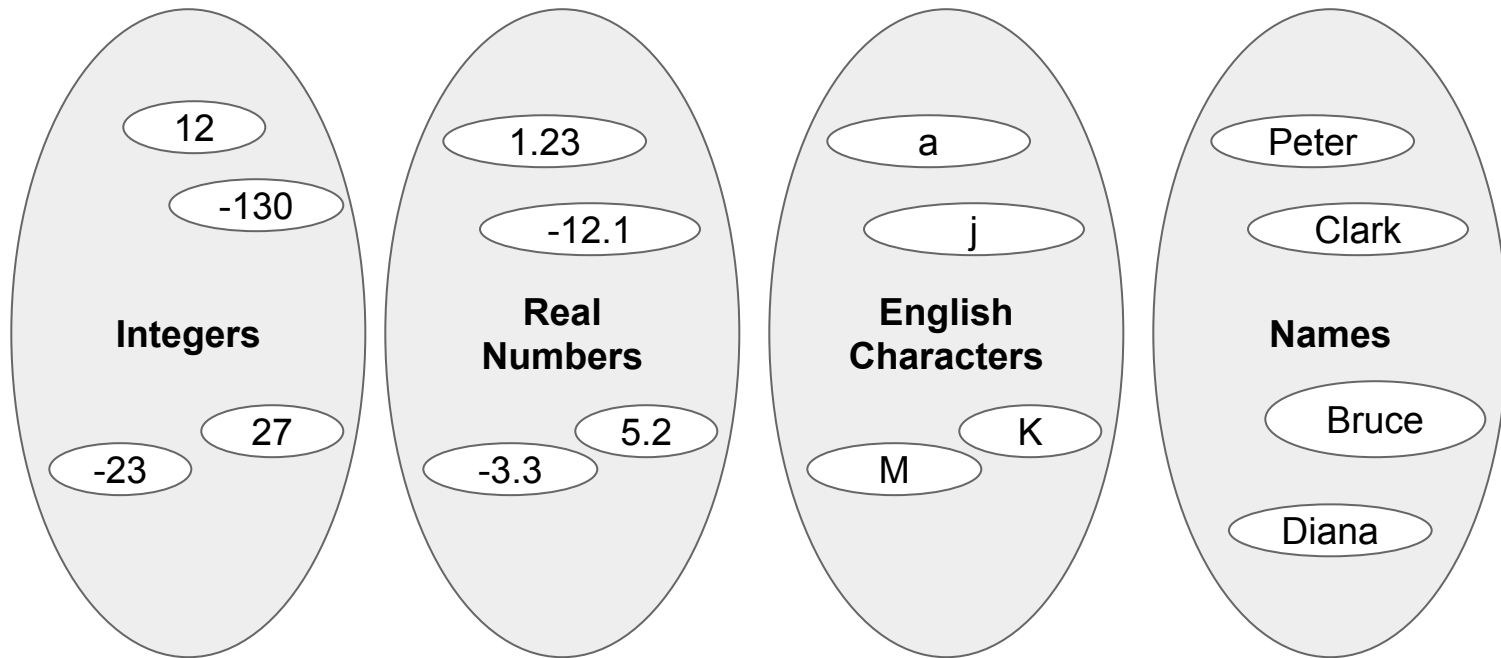


EXAMPLE

`RoundOff(10.21) → 10`



TYPES AND VALUES

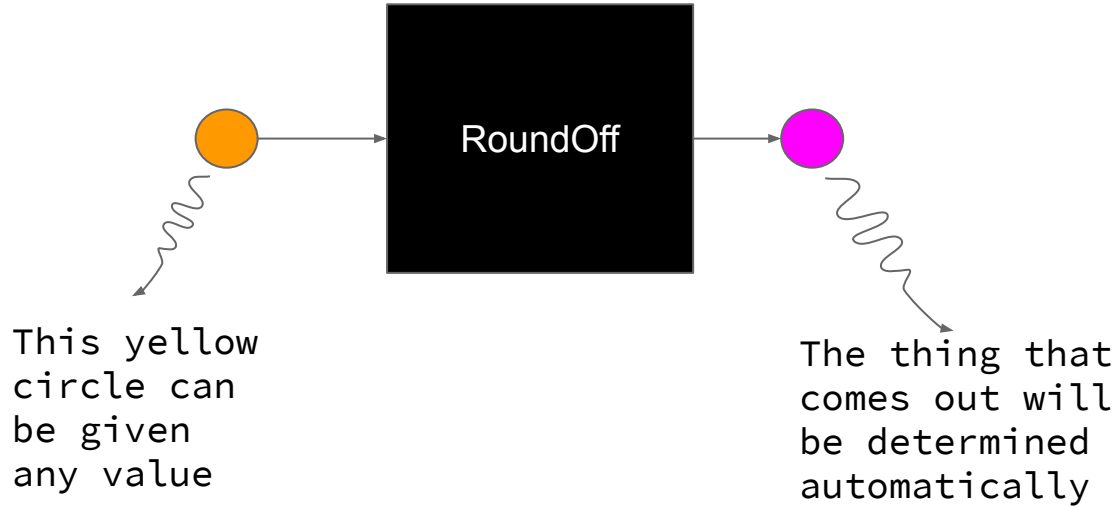


SO 3 ANIMALS WE KNOW...

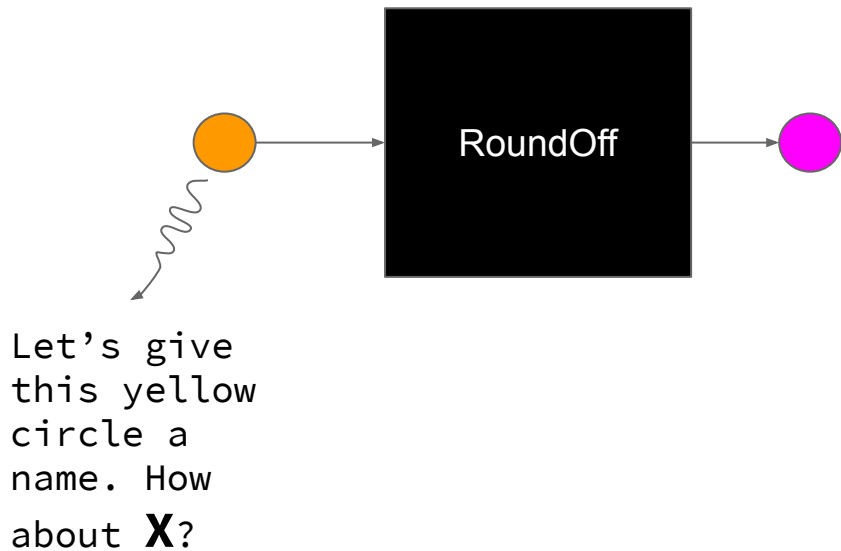
FUNCTIONS, TYPES AND VALUES...

ONE MORE

CONSIDER A FUNCTION



GIVE ME A NAME..



Such yellow circles are called VARIABLES

And like people, they always have names.

THAT COMPLETES THE ZOO

*FUNCTIONS,
TYPES,
VALUES,
AND VARIABLES*

EXAMPLE

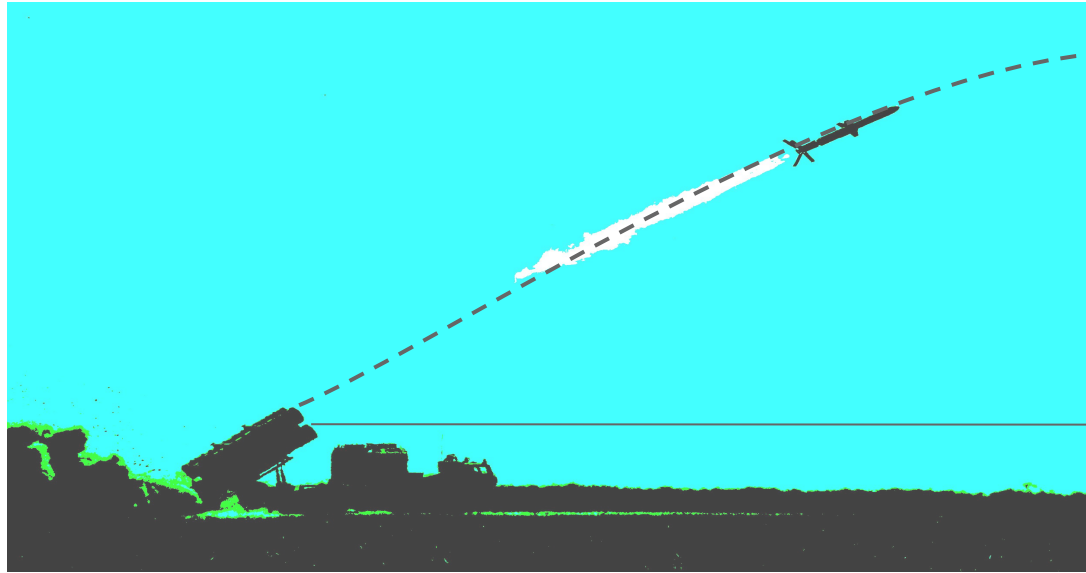
FUNCTIONS (ROUND-OFF)

TYPES (REAL-NUMBERS, INTEGERS)

VALUES (10.21, 10)

AND VARIABLES (X)

THESE ANIMALS ARE EVERYWHERE..

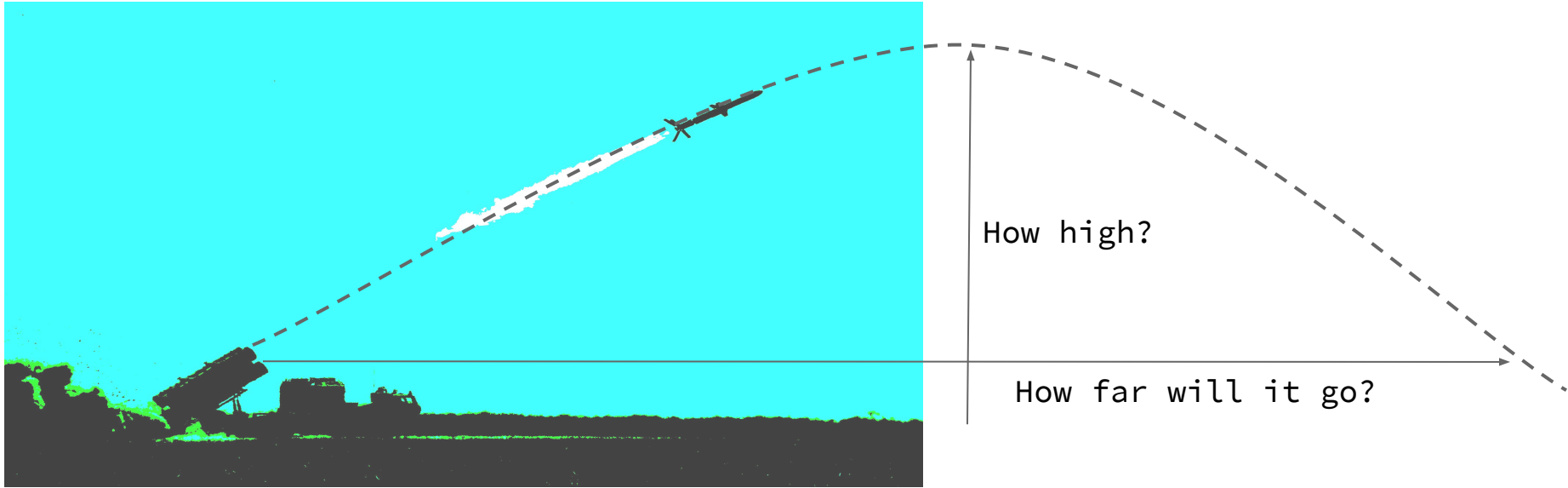


How high?

How far will it go?

HOW-HIGH IS A FUNCTION, THAT DEPENDS ON HOW FAST IT GOES UP, AND FOR HOW LONG

HOW-FAR IS ALSO A FUNCTION, THAT DEPENDS ON HOW FAST IT GOES STRAIGHT, AND HOW LONG



TO THE DRAWING BOARD...