





NEXT. ► Lesson 20. Building programs to last

Unit 5. Organizing your code into reusable blocks

In the preceding unit, you learned how to write code that automatically repeats tasks. Your programs are now getting pretty complicated!

In this unit, you'll see how to start organizing your code into functions. Functions are reusable blocks of code that can be called upon at any point in your program to do a certain task. Functional code blocks can take in input, perform operations, and send back their results to whatever part of the program needs it. Using functions will make your code look much neater and easier to read.

In the capstone project, you'll write a program that reads in data from two files: one file has names and phone numbers of your friends, and the other file has area codes and the states that they're from. Your program will tell you the number of friends you have and the states they're from.

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