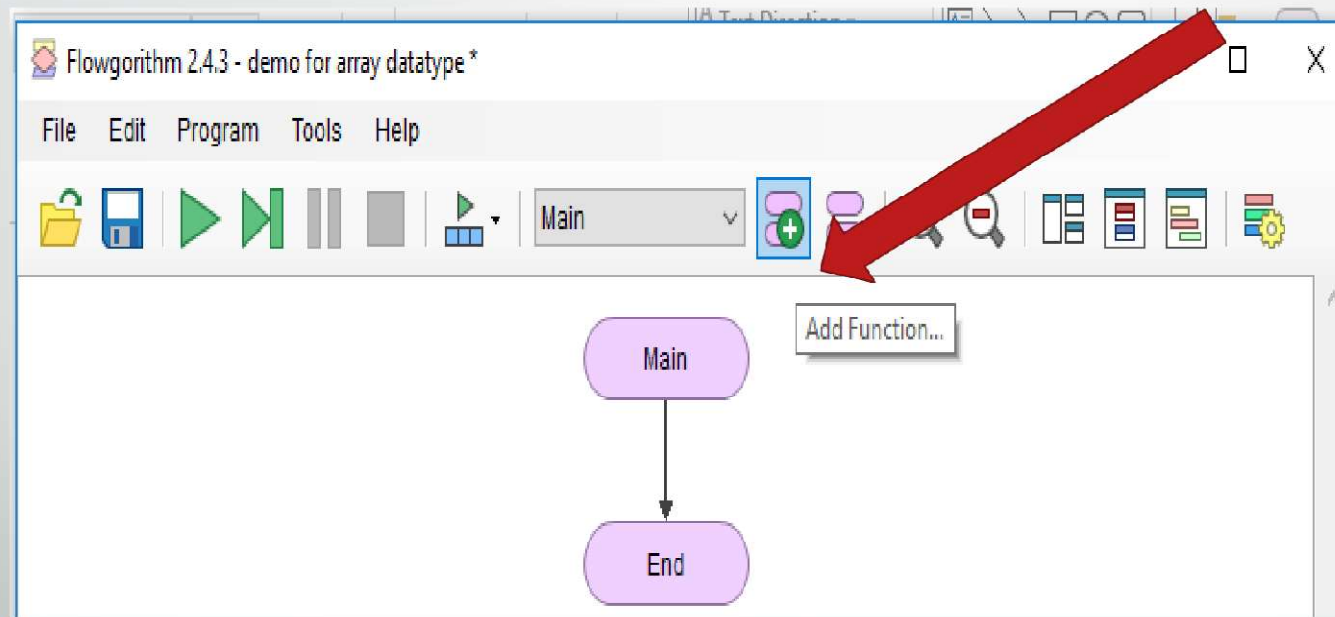


Including a Function



Function name and parameters

The image shows two overlapping dialog boxes from a software development environment. The background dialog is titled 'Function Properties' and contains a blue header with the text 'Function' and 'A function allows programs to both reuse code and simplify logic. Data is passed into functions using parameters.' Below this, there is a 'Function Name:' field with the text 'add'. Under 'Parameters:', there is an empty list box with 'Add', 'Edit', and 'Remove' buttons to its right. At the bottom, there are 'Return Type:' and 'Return Variable:' fields. The foreground dialog is titled 'Edit Parameter' and also has a blue header with the text 'Parameter' and 'A parameter specifies how data will be passed into a function. This includes the data type and a temporary name used in the function.' It contains a 'Name:' field, a 'Type:' dropdown menu set to 'Integer', and an 'Array?' checkbox. Two red arrows are drawn on the image: one points from the 'Add' button in the 'Function Properties' dialog to the 'Name:' field in the 'Edit Parameter' dialog, and the other points directly to the 'Name:' field.

Function Properties

Function A function allows programs to both reuse code and simplify logic. Data is passed into functions using parameters.

Function Name:
add

Parameters:

Return Type: None

Return Variable:

OK Cancel

Edit Parameter

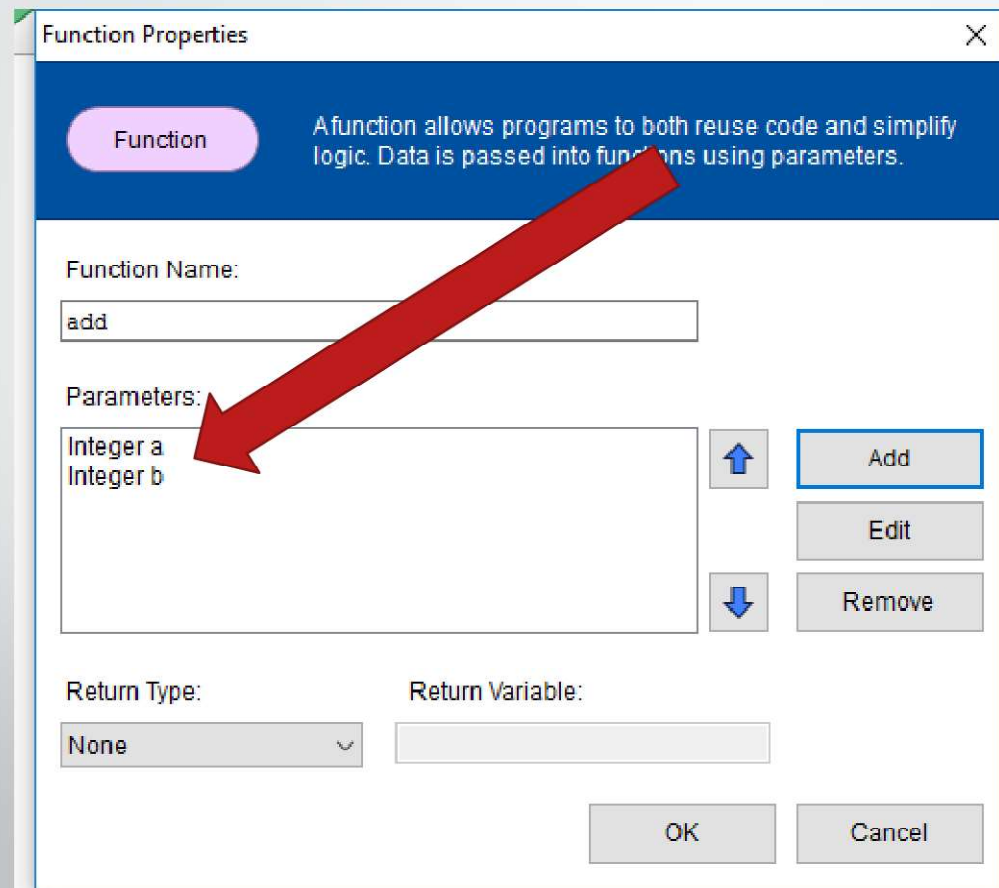
Parameter A parameter specifies how data will be passed into a function. This includes the data type and a temporary name used in the function.

Name:

Type: Integer ☐ Array?

OK Cancel

Function name and parameters



The image shows a 'Function Properties' dialog box. At the top, there is a blue header bar with a 'Function' tab and a description: 'A function allows programs to both reuse code and simplify logic. Data is passed into functions using parameters.' Below this, the 'Function Name:' field contains the text 'add'. The 'Parameters:' section contains a list with 'Integer a' and 'Integer b'. To the right of this list are three buttons: 'Add' (highlighted with a red border), 'Edit', and 'Remove'. Above the 'Add' button is an upward arrow, and below it is a downward arrow. At the bottom, there are fields for 'Return Type:' (set to 'None') and 'Return Variable:', followed by 'OK' and 'Cancel' buttons. A large red arrow points from the top right towards the 'Parameters:' list.

Function Properties

Function

A function allows programs to both reuse code and simplify logic. Data is passed into functions using parameters.

Function Name:

add

Parameters:

Integer a
Integer b

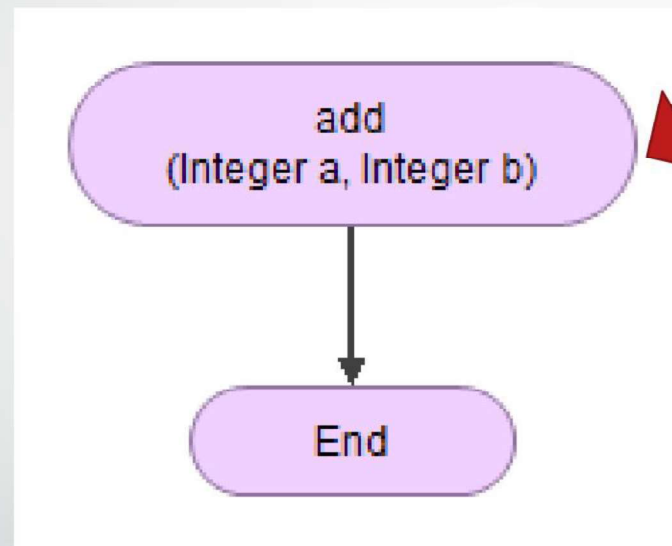
↑ Add
Edit
↓ Remove

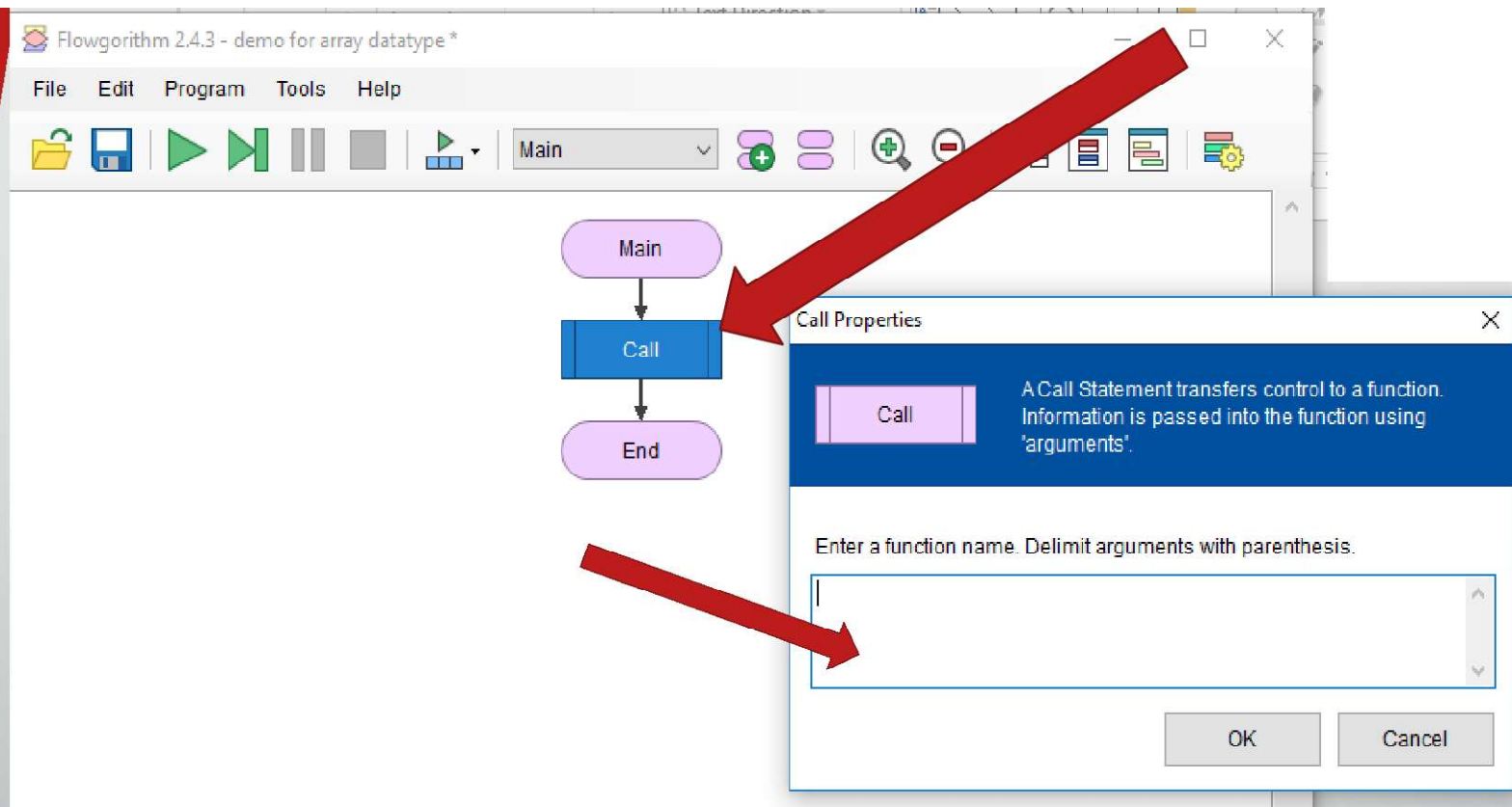
Return Type: None

Return Variable:

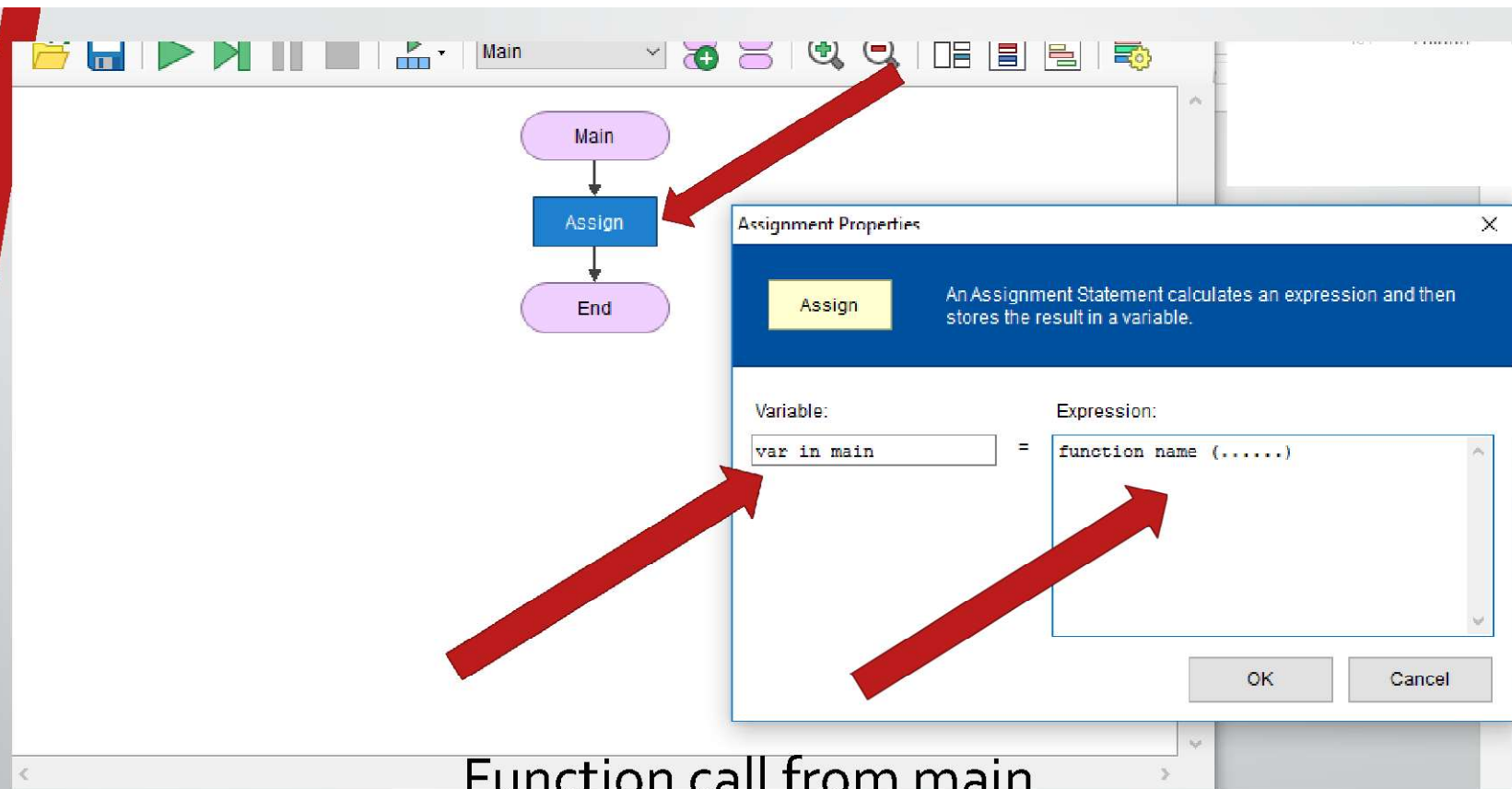
OK Cancel

Function template

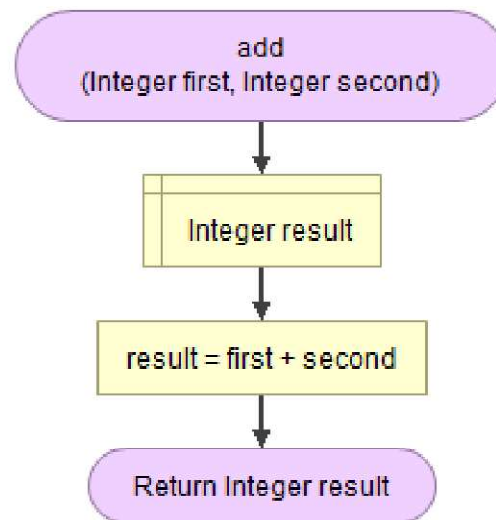
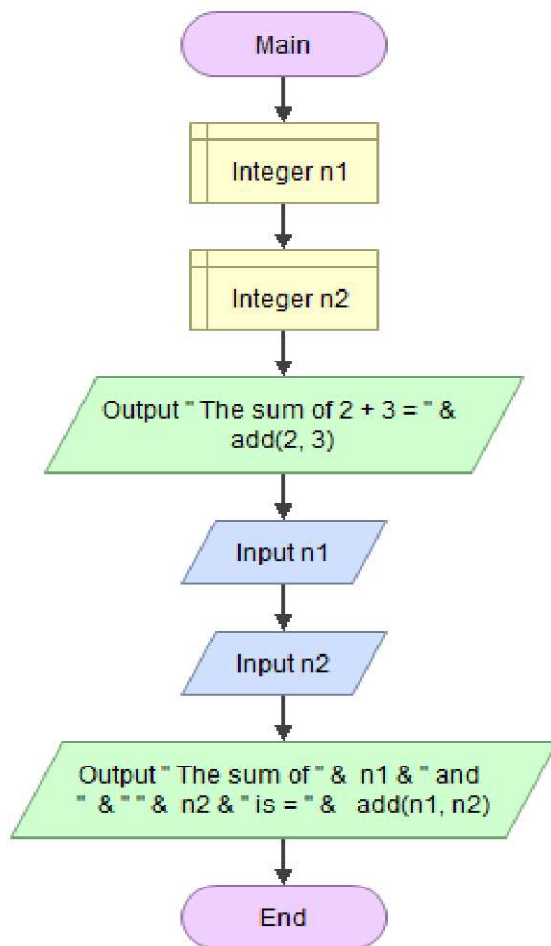




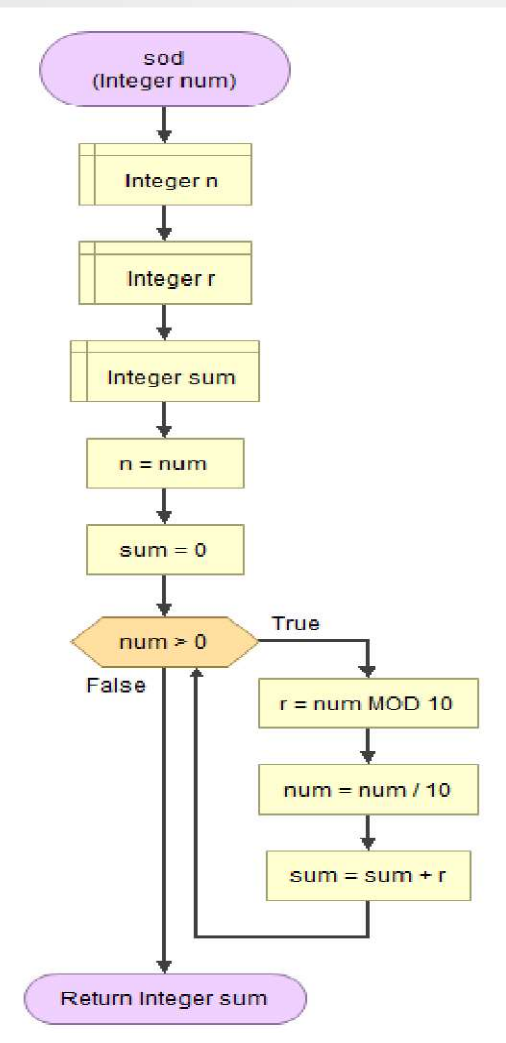
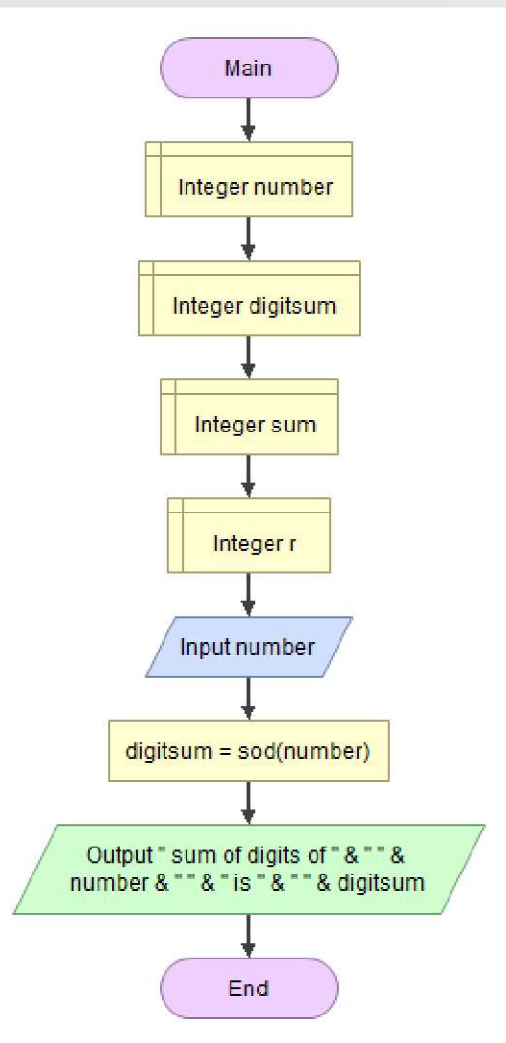
Function call from main when the function does not return any value



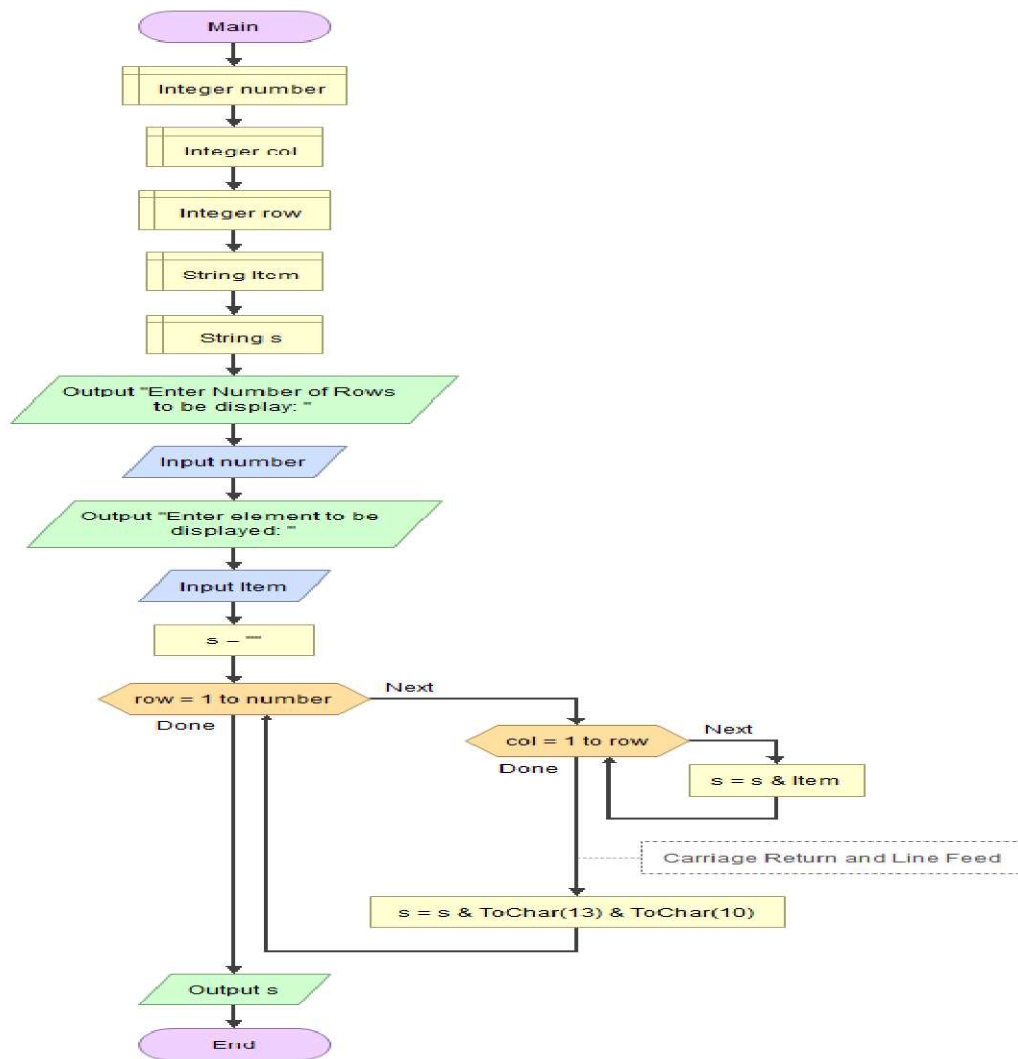
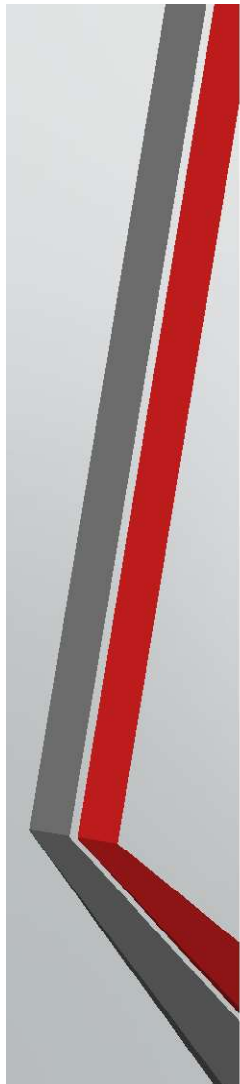
Function call from main
when the function returns a value



Add numbers using
Function



Sum of digits using function



Pattern printing

Enter Number of Rows to be display:

5

Enter element to be displayed:

*

```
*  
**  
***  
****  
*****
```

Pattern printing