## QND Computer Science Day 14

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## Today

• Functions

## **Functions**

- Repeating code is annoying
- Functions help keep things organized!

```
func 1() {
    turtle.arc(radius: 40, angle: 80)
    turtle.forward(210)
    turtle.arc(radius: 10, angle: 190)
    turtle.forward(205)
    turtle.arc(radius: 40, angle: 90)
}
```

## **Function Parameters**

• Reuse code with different values!

```
func flower(petals: Int, radius: Double) {
   let petalSpacing = 360.0 / Double(petals)
   for i in 0..<petals {
      turtle.arc(radius: radius, angle: petalSpacing)
      turtle.rotate(180-petalSpacing)
      turtle.arc(radius: radius, angle: petalSpacing)
      turtle.rotate(180)
   }
}</pre>
```