Bryan Vaughan Duke

Instructor: Justin Epperly

Summer Term, CS114

Logical Thought & Programming

Defining Terms Chapter Three

**Chapter 3 Terms List**

**Function:** are small mini-programs within a program that aloud the user to write code faster for instance when the user uses a function he or she is wanting the computer to do an action.

**Deduplicating:** this is interference to the act of simplifying a code or undoing duplicate functions that are redundant. This helps to prevent problems in the program or code the creator is making.

**Arguments:** These are anything you put between the parentheses

**Parameter:** this is a variable that an argument is stored in.

**Return value:** This is when a user uses a call function to evaluate. After it has done this it will return a value biased on the expression.

**None:** This is shown with the () empty

**Keyword** argument: these are arguments that are identified by the keyword laid before them in the function call.

**Scope (local/global):** So the local scope is anything after the “ : “ colon sign and the global scope is expressions that ingests outside**.** Because once the function is used it resets and has to be recalled.

**Local/global variable:** So a local and global variable is a variable that exist in one or the other but not both. It can only be in one container for lack of a better word

**Exception:** it is just another word for error