Section #2: Function, Control

Control

Call Expression: `add ( 2, 3 )` — `add` is the operator, `2, 3` are the operands

1. evaluate operator and operand
2. apply function to values

Define Function:

```
def <name> ( <formal parameter> )
```

- `<name>`: function name
- `<formal parameter>`: function parameters

```
return <return expressions>
```

- `<return expressions>`: what function returns

Environment Diagrams:

- first start with Global Frame outlining just variable and function names
- only if call to function is made, do you open a new frame

```
x = 3
y = 1 + 2 + 3
def square(x):
    return x * x
square(y)
```

Global Frame

x	3
y	6
square	→ function square (p=9)

function square (p=9)

x	6	(y → 6)
rv	36	(6*6)

* replace w/ most exact value

Print Vs. Return

- **Print:** will display value but will return None
- **Return:** returns the proper value

} understand this!

```
print(4)
```

→ although prints 4, return value is None!

If:

```
if blah:          ← checks this ①
    do this
elif blah2:       ← if above isn't true checks this ②
    do that
else:             ← if all cases aren't true, does this ③
    do thisback;
```

While:

```
while (a conditional):   ← checks if this conditional is correct
    ~ does all of this   ← will keep doing everything inside until while condition is true
      multiple times ~
return blah
```

* can create infinite loops if not careful! (when conditional always true)