

Week 10

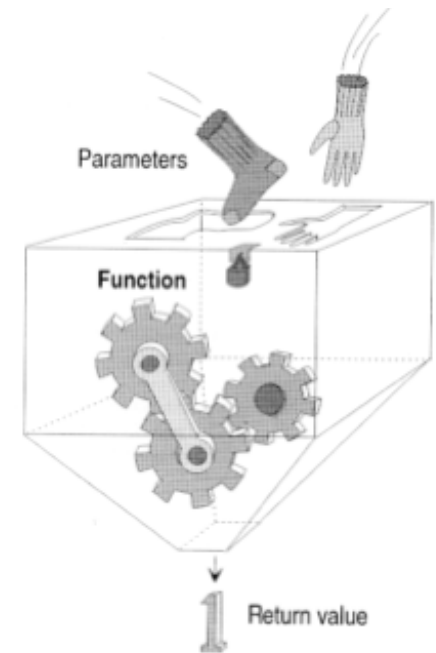
範例程式: <https://github.com/jonesfish/programming101>

函式 (Functions)

- ❑ 可重複使用的程式碼模組
 - ❑ `rect()`
 - ❑ `line()`
 - ❑ `point()`
 - ❑ `background()`

函式 (Functions)

- ❑ 可自行指定輸入並回傳數值
 - ❑ `int a = abs(-15);`
 - ❑ `float r = radians(135);`
 - ❑ `float n = dist(x1, y1, x2, y2);`



為什麼要使用函式

模組化 Modularity

- ❑ Break down code into smaller parts
- ❑ More manageable and readable
- ❑ Easy to debug

為什麼要使用函式

可重複使用 Reusability

- ❑ Duplicated code (copy/paste?) is not good
 - ❑ Need to maintain it in multiple places
- ❑ Better to put duplicate code in a new function and 'call' it from multiple places

宣告 / 呼叫自訂函式

return type



function name



```
void sayHi() {  
    println("Hi");  
}
```

```
sayHi();    // Hi
```

```
sayHi();    // Hi
```

```
sayHi();    // Hi
```

參數傳遞

return type function name parameter / argument



```
void sayHi(String name) {  
    println("Hi " + name);  
}
```

```
sayHi("Jones");      // Hi Jones
```

```
sayHi("Alice");      // Hi Alice
```

```
sayHi("Joe");      // Hi Joe
```

參數傳遞

return type



function name



parameter / argument

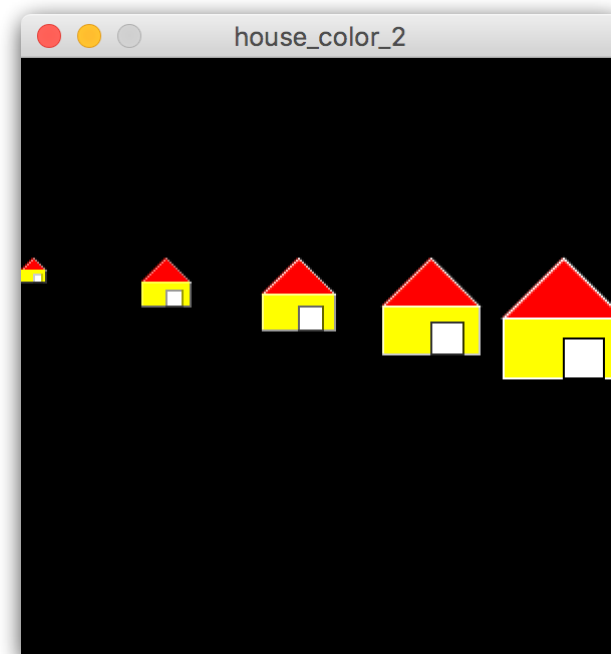


```
void circle(int x, int y, int diameter) {  
    ellipse(x, y , diameter, diameter);  
}
```

```
circle(150, 150, 50);
```

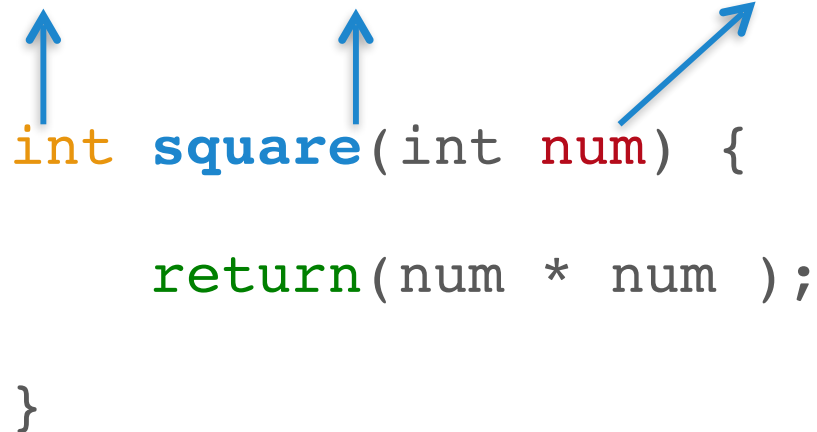

Exercise

- ❑ `house(x,y);`
- ❑ `house(x,y,size);`



回傳值

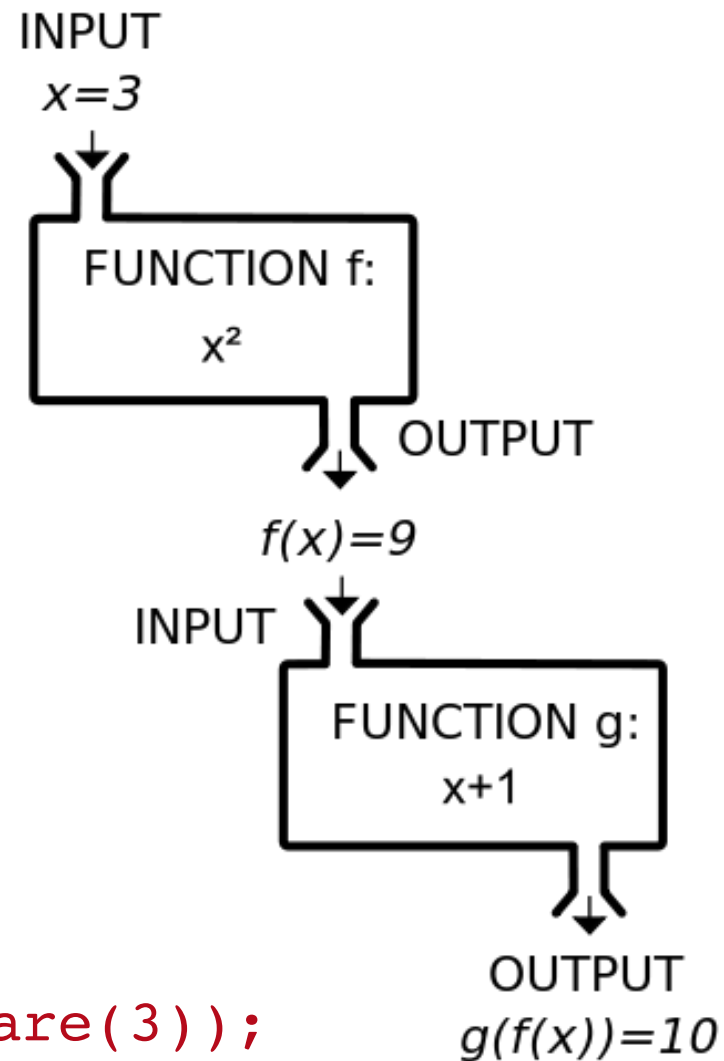
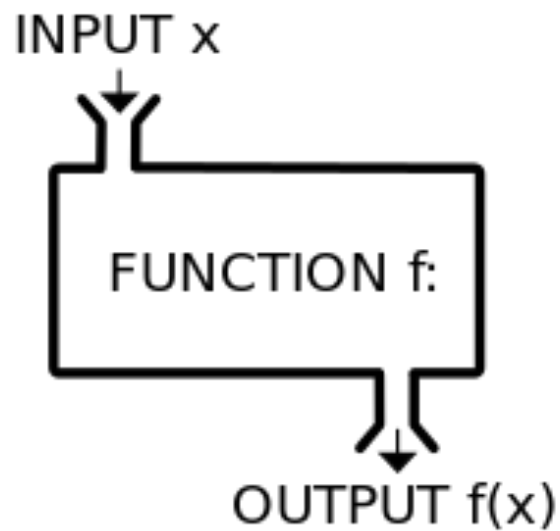
return type function name parameter / argument



```
int square(int num) {  
    return(num * num );  
}
```

```
int area = square(5); // call function  
//returns the int value 25
```

連續運算



```
int y = add1(square(3));
```

Exercise

- ❑ 計算三角型面積
 - ❑ input: base and height
 - ❑ output: triangle's area

- ❑ 計算 Array 中所有數值的和
 - ❑ input: integer array
 - ❑ output: sum

變數的有效範圍 (Variable Scope)

```
    // global variables
    int score = 10;
    int level = 5;

Local scope { void funcA() {
              // local variable
              int i = 100;
            }
            }

Local scope { void funcB(){
              // local variable
              int n = 200;
            }
            }

Global scope
```

Function scope

```
Local scope { float area(float hh, float ww) {  
                return(hh * ww );  
            }  
}
```


```
float rect = area(6,5);
```

```
//returns the float value 30
```

```
println (hh); // error: undefined variables
```

The return statement terminates the function

```
float area(float hh, float ww) {  
    return(hh * ww );  
    println("after return");  
    // Error: unreachable code.  
}
```



Be aware of incomplete return

```
Boolean isOdd(int num) {  
    if (num % 2 == 0){  
        return false;  
    }  
}  
  
println(isOdd(2));  
  
// error: Function does not return a value.
```


Be aware of incomplete return

```
Boolean isOdd(int num) {  
    if (num % 2 == 0){  
        return false;  
    } else{  
        return true;  
    }  
}
```

Exercise

大樂透是一種樂透型遊戲。您必須從01~49中任選6個號碼進行投注。開獎時，開獎單位將隨機開出六個號碼，這一組號碼就是該期大樂透的中獎號碼，也稱為「獎號」。

您的六個選號中，如果有三個以上（含三個號碼）對中當期開出之六個號碼（特別號只適用於貳獎、肆獎、陸獎和柒獎），即為中獎，並可依規定兌領獎金。

Function overloading

- ❑ one function can perform different tasks.
 - ❑ same function name
 - ❑ different types of input/output
 - ❑ different numbers of inputs

```
int addXY(int x, int y) {  
    return x+y;  
}
```

```
println( addXY(3, 2) );  
// 5
```

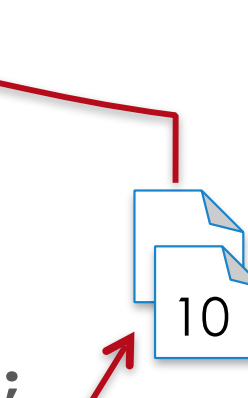
```
float addXY(float x, float y) {  
    return x+y;  
}
```

```
println( addXY(5.5, 2) );  
// 7.5
```

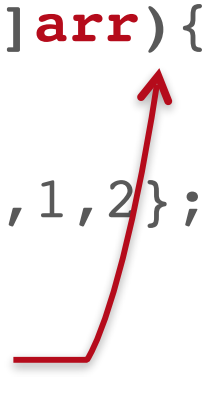
Pass by value vs pass by reference

- ❑ Primitive data types are passed **by value**
 - ❑ String, int, float, Boolean
- ❑ Complex data types are passed **by reference**
- ❑ Incidentally, these rules apply to variable assignments, too.


```
float cArea(float r) {  
    return (PI * r * r);  
}  
float radius = 10;  
println( cArea(radius) );
```



```
void shuffle(int[] arr) {  
    ...  
}  
int[] myArray = {0, 1, 2};  
shuffle(myArray);
```



Define functions in practice



Toward
Reusability

- ❑ a block of codes
 - ❑ no input parameters
 - ❑ no output value
 - ❑ a dynamic module
 - ❑ with input parameters
 - ❑ output the computed value
-
- ❑ A good function does only one task