



Functions & Abstraction

A function is a package for an algorithm; once written, it can be use over and over.



Example Function

A function to compute a person's weight in gold would be

```
Function worthInAu(weight) {  
    return weight*12*651.50;  
}
```

This computation is what's being packaged



The Package

Functions have a specific syntax

```
function <name> ( <parameter list> ) {  
    <function definition>
```

```
}
```

- <name> names are identifiers; start w/letter
- <parameter list> is the input variables, a list separated by commas
- <function definition> is just the program to do the work

Brackets appear here by convention



A Sample Function

Compute the Body Mass Index when the inputs are in metric

```
function <name> ( <parameter list> ) {  
    <function definition>  
}
```

```
function bmiM ( weightKg, heightM ) {  
    // Figure Body Mass Index in metric units  
    return weightKg / (heightM * heightM);  
}
```

Identify the corresponding parts



Writing Functions

Most programming is done by writing functions, so learning the form is key

```
function bmiE ( weightLBS, heightIn ) {  
    // Figure Body Mass Index in English units  
    var heightFt = heightIn / 12; // Change to feet  
    return 4.89 * weightLBS / (heightFt * heightFt);  
}
```



Declarations

A function is declared by writing down the "package" ... the function is used when it is *called*

Declaration

```
function BMI (units, height, weight ) {  
  
    // Compute BMI in either metric or English  
  
    if (units == "English")  
        return bmiE(weight, height);  
    else  
        return bmiM(weight, height);  
}
```

Calls



Summarizing

Declaration: the function “package,” says what happens when the function runs

Call: the function use, asks for the computation to be run

- There is only one function declaration
- There can be many calls ... functions are reusable
- In JS, functions tend to be grouped together but the calls go where they are needed



Gold Function

Suppose we compute "weight in Au"

$$\text{Worth in gold} = (\text{weight} * 12) * 651.5$$

```
function      (      ) {  
  
  
  
  
  
  
  
  
  
}
```

Begin with the form ...



Gold Function

Suppose we compute "weight in Au"

$$\text{Worth} = (\text{Weight} * 12) * 651.5$$

```
function worthInAu (      ) {  
  // Compute the dollar value  
  //   of weight at $651.50/tz  
  
}
```

Pick a Name



Gold Function

Suppose we compute "weight in Au"

$$\text{Worth} = (\text{Weight} * 12) * 651.5$$

```
function worthInAu ( weight ) {  
  // Compute the dollar value  
  // of weight at $651.50/tz  
  
}
```

Pick a Name

Pick the Parameter



Gold Function

Suppose we compute “weight in Au”

$$\text{Worth} = (\text{Weight} * 12) * 651.5$$

```
function worthInAu ( weight ) {  
  // Compute the dollar value  
  // of weight at $651.50/tz  
  
  return weight * 12 * 651.5;  
}
```

Pick a Name

Pick the Parameter

Define the Computation



Testing Template

No one writes perfect programs the first time ... smart programmers check
To test, have a standard page handy

```
<html><head><title>My Test Page</title></head>  
<body>  
  <script language="JavaScript">  
    Put your JavaScript code here  
  </script>  
</body>  
</html>
```



Declare the Function

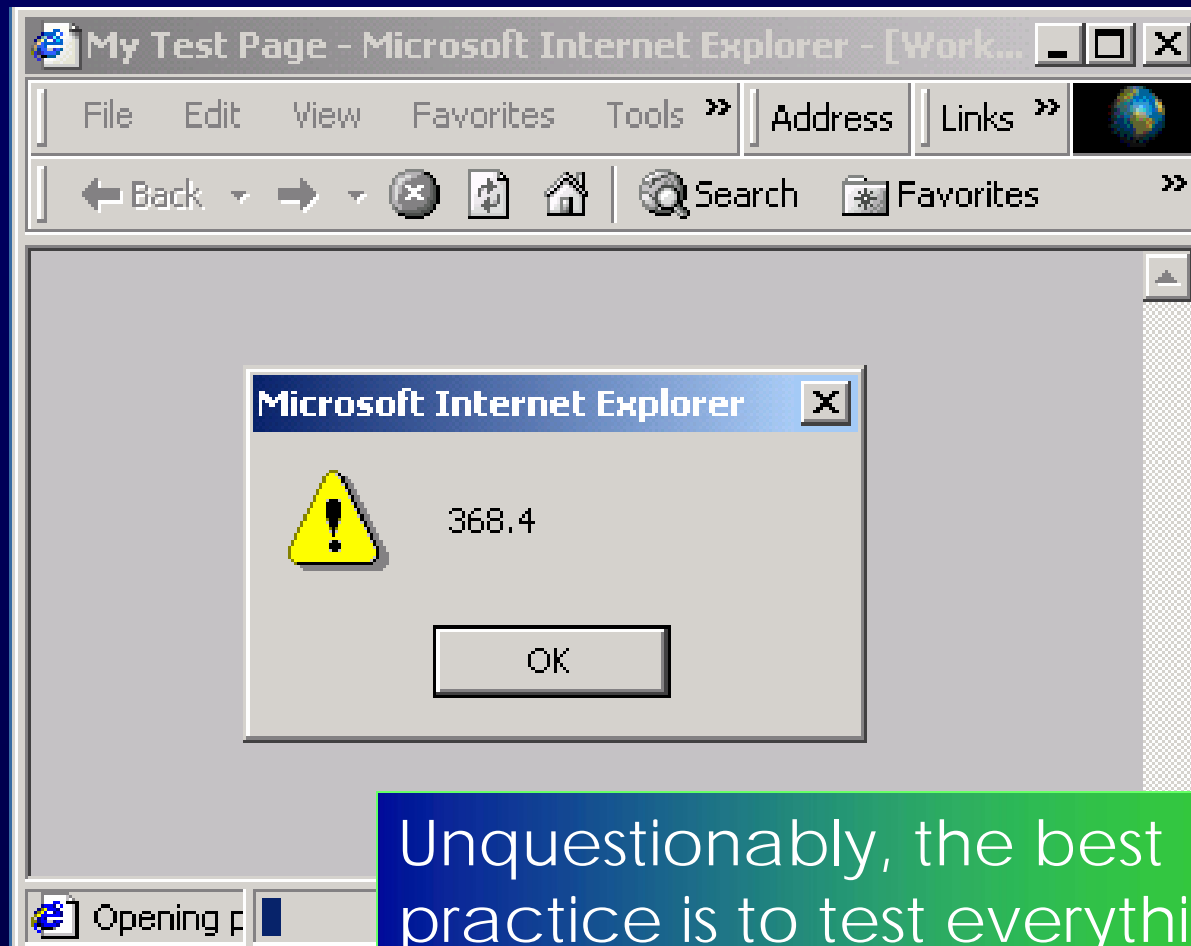
Put a function declaration in `<script>`

Testing
Template

```
<html><head><title>My Test Page</title></head>
<body>
  <script language="JavaScript">
    function worthInAu ( weight ) {
      // Compute the dollar value
      // of weight at $651.50/troy oz
      return weight * 12 * 651.5;
    }
    alert(worthInAu(1/12));
  </script>
</body>
</html>
```



Try The Function



Unquestionably, the best practice is to test everything



Summary

Functions are packages for algorithms

- They follow a series of rules, that quickly become intuitive
- Functions have both a declaration and a call
- Functions have both parameters (in the declaration) and arguments (in the call)
- Scope refers to the region of a program where a variable is "known"

Functions are the secret to building complex systems