Functions (I)

What are functions good for?

- Help avoid code repetition
  - parameterization of functional blocks, encapsulation of code
- Scalability: build large and robust software systems
  - modular, top-down design, unit testing of code modules
- Portability and re-use

Terminology

- **Subroutine/Procedure**: A call/return block of code that **does not return a value**, but may take arguments and modify their value.
- **Function**: A call/return block of code that **returns a value**. Functions may take arguments and modify their value.
- **Method**: A function or subroutine that is **part of a class**.

- **Argument**: An **expression used when calling a function** or subroutine.
- **Parameter**: The **identifier declared in** a function or subroutine **definition** that will connect to the corresponding argument in a function call.