

CompSci 94

Writing your own Functions

October 22, 2024



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CompSci 94 Fall 2024

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Review arrays

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Announcements

- Canvas QZ and videos for next Tuesday
- Assignment 4 due Oct 29

- More review for Exam 2
- Exam 2 on Oct 24
 - See old exams on calendar page
 - See notes from last time

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Looping in Array – when and how to use each one

- For each in

- Each in together

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Arrays

- How do you create an array?
- Where should you create an array?
- How do you access a value in an array?
- What is the advantage of using an array?

Now on to new material!
Today material not on Exam 2

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Function vs Procedure

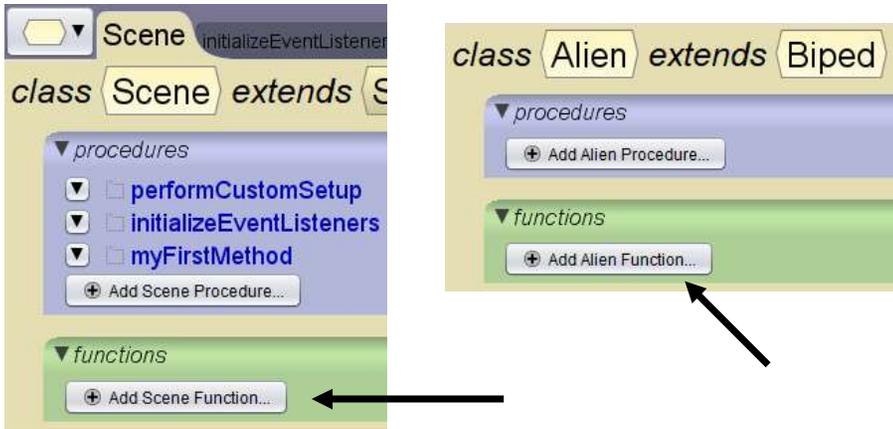
- What is the difference between a function and a procedure?

Write a function called tallerHeight to compute the height of the tallest of two objects.

- What type of function should it be? Where do you create it?
- What is the return type?
- Need two parameters, what are their types?

Can write your own functions

Function for Scene OR Function for character



Use scene function if it involves multiple objects

Q1. What line of code do we have to put in every function?

Q2 What is the code for tallerHeight?

Q3 Given a bear and a flamingo, how does one use the function tallerHeight?

- Have panda say what the taller height is of the bear and flamingo.

Q4. Write a function called tallerObject to return the object who is taller of two objects.

- What type of function should it be? Where do you create it?
- What is the return type?
- Need two parameters, what are their types?

Q5 What is the code for tallerObject?

Q6 How do you get the taller of the bear and flamingo to say they are taller using function tallerObject?

Q7 How do you write code for ?

- The taller of the bear and flamingo to turn around once
- The bear to double in size (so it is taller)
- The taller of the bear and flamingo to turn around once.

One more Question

What does this code do?

```
SJointedModel creature ← this tallerObject creature1: this.bear , creature2: this.flamingo  
creature turn RIGHT , 1.0 add detail  
this.bear resize 2.0 add detail  
creature turn RIGHT , 1.0 add detail
```

Class Today

- Jumping cat calculating how high and how far to jump, and other things...

