

Name: \_\_\_\_\_

## Defining and Calling Functions

Go through [the lesson](#) by modifying previous missions defining and calling functions. While you work on the modifications, keep track of your debugging in the chart below. Then answer the reflection questions.

## Debugging Table

As you create code, you will make mistakes. Keep track of the mistakes in the table below. Doing so will help you become a more confident programmer. Add rows to the table as needed.

Error message that is displayed	Actual bug	How you fixed it

## Reflection

In your own words, what is abstraction?	
Give your own example of abstraction:	
In your own words, what is a function?	
When should you create a function?	
What must you do to execute the code in a function?	
Give two benefits of using functions:	

### SUCCESS CRITERIA:

- Define “abstraction” and “function”
- Correctly define a function
- Understand how and when to call a function
- Define and call one or more functions in a program
- Determine when a function should be used in code

