

Name:

Warm up	
Give two benefits to using functions:	
What must you do to execute the code in a function?	
In your own words, what is a parameter?	
What are some reasons a variable needs to be a parameter?	
What is a local variable?	
What are some reasons a variable would be local?	

Functions, Parameters and Local Variables - Part 2 Activity #1

Go through the <u>lesson slide deck</u> on functions, parameters and local variables. Fill out the charts for each problem you complete.

A 🔌 🤞 ঙ		while True:	
What is the parameter?		<pre># Start game with button B if buttons.was_pressed(BTN_B): # Reset the board for each game</pre>	
Why is it a parameter?		reset() # Select first random number	
What are the local variables?		<pre>num1 = random.randrange(6) + 1 if num == 1:</pre>	
Why are they local variables?		<pre>one_roll() elif num == 2:</pre>	
What will a function call look like?		<pre>two_roll() elif num == 3: three_roll() elif num == 4: four_roll() elif num == 5: five_roll() else: six_roll() sleep(delay)</pre>	



B 🔌 🧳 🧳	· ·
What would you call the function?	<pre>/if set_list my_imag else:</pre>
What are the variables needed?	my_imag
What are the parameters?	if type(my_ display
What are the local variables?	else: display
Does it need a return?	if buttons.
What will a function call look like?	choice if choi cho

```
if set_list == "a":
    my_image = a_list[choice]
else:
    my_image = b_list[choice]

if type(my_image) == tuple:
    display.fill(my_image)
else:
    display.show(my_image)

if buttons.was_pressed(BTN_R):
    choice = choice + 1
    if choice > LAST_INDEX:
        choice = 0
```

C J J J	
What would you call the function?	
What are the variables needed?	
What are the parameters?	
What are the local variables?	
Does it need a return?	
What will a function call look like?	

```
while True:
    num = random.randrange(sides) + 1
    if buttons.was_pressed(BTN_A):
        display.clear()
        display.draw_text("Rolling", scale=3,
        sleep(delay-0.7)
        display.draw_text("Rolling", scale=3,
        sleep(delay-0.4)
        display.clear()
        display.draw_text(str(num), scale=20,
        sleep(delay)
        display.clear()
```

Functions, Parameters and Local Variables - Part 2 Activity #2

After going through the information for Activity 2, answer the questions about the example. Then create the function for the example and call the function.



Example J		<pre>def option_R():</pre>
What information is used in each of the four functions?		<pre>display.show("Hold Button R") sleep(1) pressed = buttons.is_pressed(BTN_R)</pre>
Write assignment statements for each piece of information. The first one is done for you.	message = "Hold Button R"	<pre>if pressed: pixels.set(3, GREEN) else: pixels.set(3, RED) sleep(1)</pre>
What would you call the function? Write a function definition with parameters for this function:		
Write a function call for the function:		
Answer the questions above and discuss with your classmates. Then write the code.		
The function code with multiple parameters:		
Function call for your code:		

Reflection	
What did you learn about functions, parameters and local variables from these two lessons?	

SUCCESS CRITERIA:

Decide a function name for a section of code
Determine parameters for a function
Determine local variables for a function
Write a function call with multiple parameters
Write a function that has multiple parameters