Functions
Overview

● When we write programs, it’s helpful to be able to break them up into small pieces
  ○ Easier to write a few lines of code at a time than ~100
  ○ Easier to read code when it’s clear what each piece does
  ○ Easier to debug code when you know where to find the problem code!
● Writing functions allows us to name portions of our code to invoke them later
● We’ve already *used* all sorts of functions; it’s time to write our own.
Learning Objectives

- Read a function’s signature to identify its return type, its name, and its input types.
- Follow program execution through multiple function calls
- Write your own functions that perform specific tasks
  - Determine which input types and return type are appropriate for the function being written
main

- So far, we write code in **main**
  - **main** is a function: a named list of statements
- **main** is a special function that Java uses as the entry point for a program when you run it
  - `java MyProgram 3.0 Harry 49.2`

  - This statement starts executing at the top of the main method in MyProgram.java, setting the value of args to be `{ “3.0”, “Harry”, “49.2” }`
Vocabulary

- **Functions** are named lists of statements
- **Function definitions** consist of the function's signature as well as a block of statements called its **body**
  - A **function signature** consists of the function's name, its return type, and the list of arguments that it takes as input.
- A **function call** is how we run the statements belonging to a function by invoking its name.
  - e.g. `PennDraw.clear()`
A Closer Look at `main`

```java
public class ExampleClass {
    public static void main(String[] args) {
        String out = "";
        for (int i = 0; i < 10; i++) {
            out += "CIS110";
        }
    }
}
```

- `main`'s function signature is:
  ```java
  public static void main(String[] args)
  ```
- The function body consists of the statements between `main`'s curly braces.
Function Signatures

public static <ret-type> <name>(<type1> <id1>, <type2> <id2>, ...)
Return Type **void**

When a function is called, the statements in its body begin executing. When the function is finished executing, it may or may not produce a value.

- When a function does not give some data as a result, we say that it has return type **void**.
  - **PennDraw.circle(double x, double y, double r)** is an example of a function that has return type **void**. No value is produced!

```
PennDraw.circle(0.6, 0.7, 0.1); // Draws a circle to the screen
```
Return Types

Other functions actually produce a value. When writing a function, we must use its signature to tell Java what type it will output.

- A function with a non-\texttt{void} return type must ALWAYS return some value of the specified type.

- Examples:
  - \texttt{Math.random()} has return type \texttt{double}, producing a value between \([0.0, 1.0]\).
  - \texttt{str.charAt(int idx)} has return type \texttt{char}, producing whichever \texttt{char} is found at index \texttt{idx} in \texttt{str}.
Function Signature Practice

```java
public static int greatestCommonDivisor(int x, int y) {
    ...
}
```

- What's the function's name?
- What's the function's return type?
- What inputs does this function expect?
Function Signature Practice

public static int greatestCommonDivisor(int x, int y) {
    ...
}

• What's the function's name? **greatestCommonDivisor**
• What's the function's return type? **int**
• What inputs does this function expect?
  ○ Two **int** values. The first will be called **x** and the second will be called **y** inside the body of the function.
Function Signature Practice

```java
public static int greatestCommonDivisor(int x, int y) {
    ...
}
```

- What's the function's name? **greatestCommonDivisor**
- What's the function's return type? **int**
- What inputs does this function expect?
  - Two **int** values. The first will be called **x** and the second will be called **y** inside the body of the function.
- From the above, can you guess how this method should work?
Calling Functions

- To call a function, we write its name, followed by the list of inputs we're giving it in parentheses

  - e.g. `PennDraw.setPenColor(0, 255, 0)` is a call to `PennDraw.setPenColor` with inputs 0, 255, and 0.

- When a function is called, program execution is immediately transferred to the top of the body of that function
Calling Functions

```java
public class FunctionCall {
    public static void sayHi() {
        System.out.println("Hey!");
        System.out.println("It’s me!");
    }

    public static void main(String[] args) {
        System.out.println("CALLING sayHi!");
        sayHi();
        System.out.println("BACK IN MAIN!");
    }
}
```

OUTPUT:

`CALLING sayHi!`
Hey!
It's me!
BACK IN MAIN!

Execution is passed from `main` to `sayHi` at the method call. We return to `main` when we reach the end of `sayHi`.
Calling functions

```java
public class FunctionCall {
    public static void sayMessage(String msg) {
        System.out.println("Psst!");
        System.out.println(msg);
    }

    public static void main(String[] args) {
        System.out.println("CALLING sayMessage!");
        sayMessage("Soylent Green is people");
        System.out.println("BACK IN MAIN!");
    }
}
```

OUTPUT:

CALLING sayMessage!
Psst!
Soylent Green is people
BACK IN MAIN!

The variable `msg` stores the value of our input argument `String` inside the body of `sayMessage`. 
The **return** Statement

- The **return** keyword stops the execution of the current method and sends execution back to the line where the function was called.
- If the method returns something, then **return** is paired with the value that actually gets returned.

```java
public static double average(double a, double b) {
    double sum = a + b;
    double average = sum / 2;
    return average;
}
```

Calling **average(4, 6)** thus evaluates to **5.0**!
Rules of `return`

- If a function has a non-`void` return type, then it must include a `return` statement.
- If the function has return type `void`, it may still include a `return` statement, but it doesn't have to.
  - In this case, just write `return` without an accompanying value
  - This use of `return` is just to stop execution
A Closer Look at Returning

```java
public class Averages {
    public static double mean(double a, double b) {
        double sum = a + b;
        double average = sum / 2;
        return average;
    }
    public static void main(String[] args) {
        double outputValue = mean(10, 20);
        System.out.println(outputValue);
    }
}
```

`mean(10, 20)` evaluates to **15.0**, which is stored in `outputValue` and then printed.
Common Mistakes in Writing functions

What's wrong here?

```java
public class Maxima {
    public static double maximum(double a, double b) {
        if (a >= b) {
            System.out.println(a);
        } else {
            System.out.println(b);
        }
    }

    public static void main(String[] args) {
        double outputValue = maximum(10, 20);
        System.out.println(outputValue);
    }
}
```
Common Mistakes in Writing functions

What's wrong here?

```java
public class Maxima {
    public static double maximum(double a, double b) {
        if (a >= b) {
            return a;
        } else {
            System.out.println(b);
        }
    }

    public static void main(String[] args) {
        double outputValue = maximum(10, 20);
        System.out.println(outputValue);
    }
}
```
Common Mistakes in Writing functions

What's wrong here? We still don't return a double if \( b > a \)!

```java
public class Maxima {
    public static double maximum(double a, double b) {
        if (a >= b) {
            return a;
        } else {
            System.out.println(b);
        }
    }

    public static void main(String[] args) {
        double outputValue = maximum(10, 20);
        System.out.println(outputValue);
    }
}
```
Common Mistakes in Writing functions

What's wrong here?

```java
public class Maxima {
    public static double maximum(double a, double b) {
        if (a >= b) {
            return a;
        } else {
            return b;
        }
        System.out.println(b);
    }
}
public static void main(String[] args) {
    double output=maximum(10, 20);
    System.out.println(outputValue);
}
```
Common Mistakes in Writing functions

We'll return before printing b. This is called "dead code".

```java
public class Maxima {
    public static double maximum(double a, double b) {
        if (a >= b) {
            return a;
        } else {
            return b;
            System.out.println(b);
        }
    }
    public static void main(String[] args) {
        System.out.println(maximum(10, 20));
    }
}
```
Common Mistakes in Writing functions

What's wrong here?

```java
public class Summing {
    public static int sum(double a, double b) {
        return a + b;
    }
    public static void main(String[] args) {
        double outputFileValue = sum(10, 20);
        System.out.println(outputValue);
    }
}
```
Common Mistakes in Writing functions

What's wrong here? **a** and **b** are doubles, and so is **a + b**, but we promised to return an int!

given code:
```java
public class Summing {
    public static int sum(double a, double b) {
        return a + b;
    }
    public static void main(String[] args) {
        double outputValue = sum(10, 20);
        System.out.println(outputValue);
    }
}
```
Common Mistakes in Writing functions

What's wrong here?

```java
public class Repeating {
    // prints a String n times.
    public static void printRepeatedly(String msg, int n) {
        for (int i = 0; i < n; i++) {
            System.out.println(msg);
        }
    }

    public static void main(String[] args) {
        printRepeatedly(4, "Hello!");
    }
}
```
Common Mistakes in Writing functions

What's wrong here? `printRepeatedly` expects a `String` and an `int`, in that order!

```java
public class Repeating {
    // prints a String n times.
    public static void printRepeatedly(String msg, int n) {
        for (int i = 0; i < n; i++) {
            System.out.println(msg);
        }
    }

    public static void main(String[] args) {
        printRepeatedly(4, "Hello!");
    }
}
```