

ANNOUNCEMENTS

- ❖ Exam next Monday
- ❖ No posting of code in the forum.
- ❖ You must implement programming projects by yourself.

CONFIRM

- ❖ confirm function returns true if the user selects OK and false for Cancel
- ❖ Example: confirm.html

INTRODUCTION TO FUNCTIONS

- ❖ Function - An entity that completes a particular task for us.
- ❖ It can take values necessary to complete a particular task.
- ❖ It can return values.
- ❖ After completing a task it returns to the point after the call.
- ❖ Examples of JavaScript functions.
 - ❖ `document.writeln`
 - ❖ `alert()`
- ❖ You can define your own functions.
- ❖ Example: `Function.html`

INTRODUCTION TO FUNCTIONS

- ❖ General form of a function is:

```
function name (<comma-separated list of parameters>) {  
    statements  
}
```

- ❖ Functions are invoked by using the () operator.
- ❖ A function can receive values via parameters.
- ❖ Some functions may not return a value.
- ❖ Some functions may not take any parameters.
- ❖ There are other approaches to define functions.

INTRODUCTION TO FUNCTIONS

- ❖ Advantages of functions are:
 - ❖ Allows you to factor out common code.
 - ❖ Allows you to reuse code.
 - ❖ Allows you to control the code complexity.
- ❖ While designing a solution to a problem you can divide a problem into sub-problems each represented by a function.

INCREMENTAL CODE DEVELOPMENT

- ❖ Write a little bit of code, make sure it works, before moving forward.
- ❖ With the passing of time you will be able to write larger segments of code.
- ❖ Do not write a lot of code and then try to figure out why it does not work.
- ❖ Code Development Example: Program that displays:
 - “Good Morning”,
 - “Good Afternoon” (before 4pm)
 - “Good Evening”, (before 8pm)
 - “Good Night”

TESTING

- ❖ How can we test our previous program?
- ❖ What are the most simple cases?
- ❖ How can we be sure we don't have any errors?