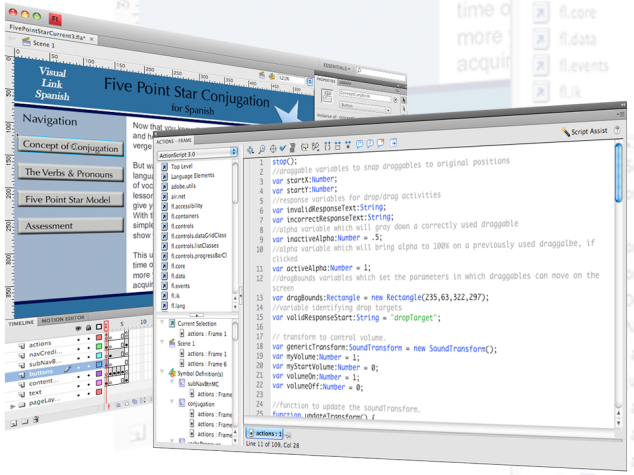
Custom Functions



Custom Functions

- We've done this before (button functions)
- Only new concept: Passing arguments (data) we actually want to use.
- Why?
  - To be lazy, to make changes easier and more widespread, all the typical stuff
- Syntax (should be familiar)

(*variableName*:variableType, *nextName*:nextType)

- Example:

(evt:MouseEvent)

Once you have the arguments

- Use them inside function just like a variable.
- For example:

```
function showScore(nCorrect:int, nWrong:int) {
    var score:Number;
    score = nCorrect / (nCorrect + nWrong);
    trace(score);
}
```

- Function call:

```
showScore(25, 75);
```

Variable “scope”

- Passed to a function or created inside a function
  - Short time to live
- Functions can also “pull” variables from outside the function.
- Order: check inside first, then outside

Returning data

- Functions can give you a “result”
- Needs a type
- Uses keyword return
- For example:

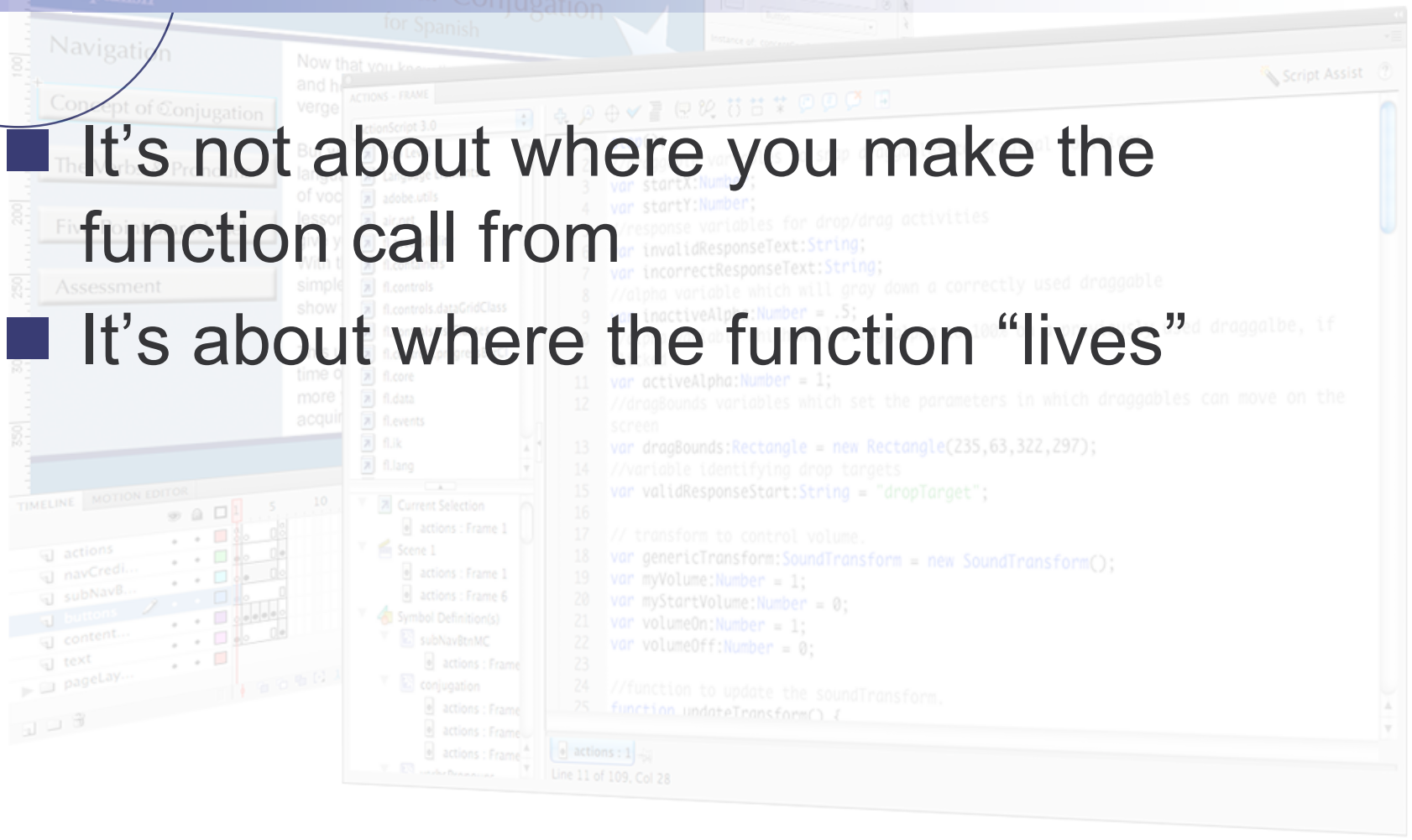
```
function showScore(nCorrect:int, nWrong:int):String {
    var score:Number;
    score = nCorrect / (nCorrect + nWrong);
    return String(score);
}
```

- Function call:

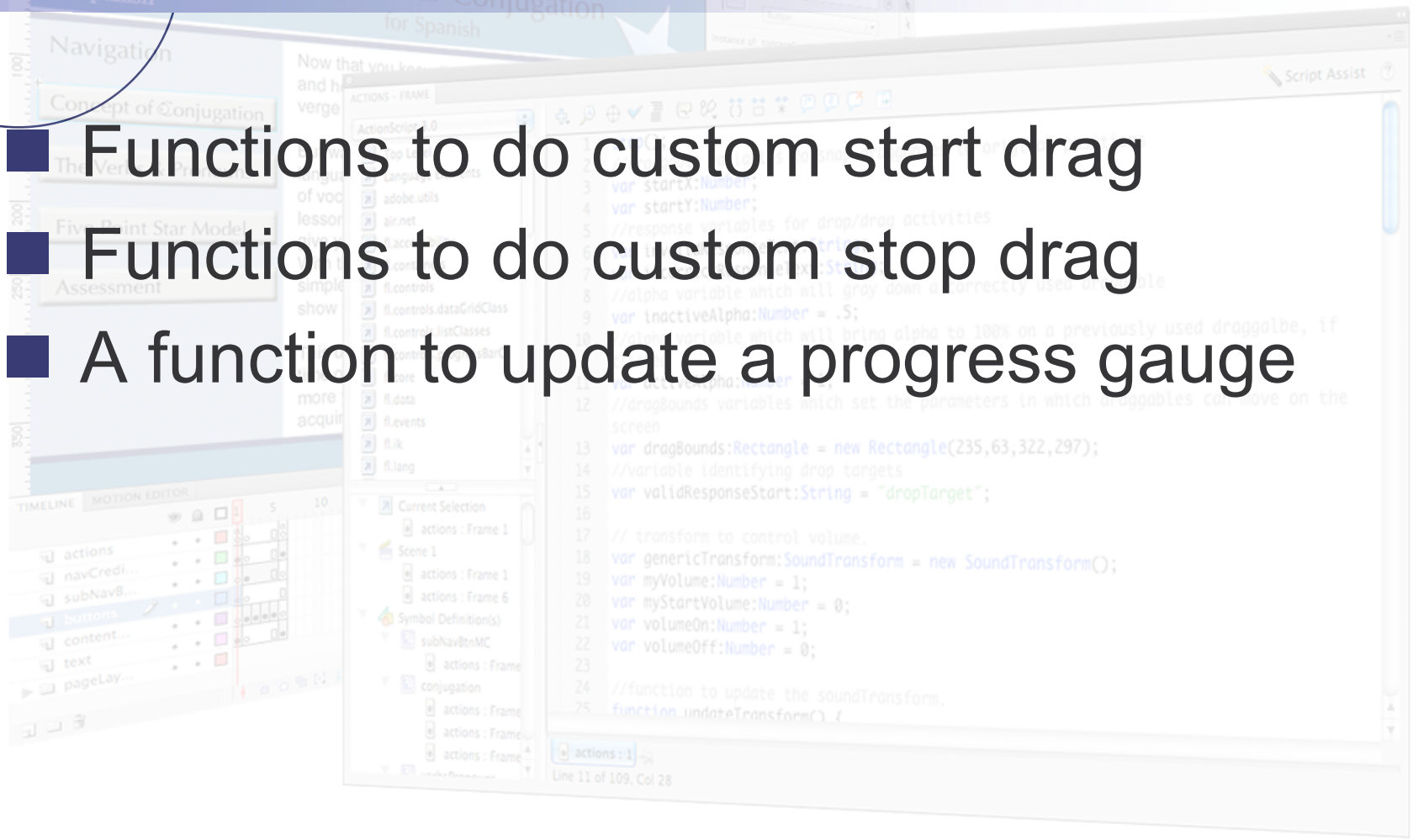
```
resultsText.text = showScore(25, 75);
```

Functions and pathing

- It's not about where you make the function call from
- It's about where the function "lives"



Example (Kendra Hall)



- Functions to do custom start drag
- Functions to do custom stop drag
- A function to update a progress gauge