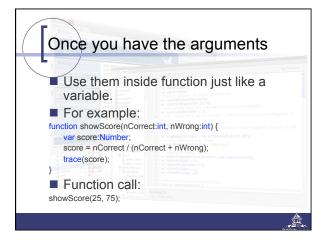


Custom Functions We've done this before (button functions) Only new concept: Passing arguments (data) we actually want to use. Why? To be lazy, to make changes easier and more widespread, all the typical stuff Syntax (should be familiar) (variableName:variableType, nextName:nextType) Example: (evt:MouseEvent)



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);

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



Example (Kendra Hall) Functions to do custom start drag Functions to do custom stop drag A function to update a progress gauge