

User Defined Functions

- User-Defined **Procedures**.
- User-Defined **Functions**.

User Defined Functions

User-Defined Procedures

- with user defined functions, you can **break large script** tasks into **smaller ones**.
- Another term for user-defined functions is **subroutines** which, as the name implies, are pieces of script code which perform tasks within the main script.
- User-defined procedure subroutines are **the most common type of subroutine**.
- User-defined procedures are **declared after** the definition (**CONST**, **TYPE**, and **VAR**) blocks of a script, but before the script body.
- Just like a script, subroutines may have any of the **standard VectorScript definition blocks** (LABEL, CONST, TYPE, or VAR) as well as a script body.
- The general syntax for user-defined procedures is:

```
PROCEDURE <procedure identifier>[(<parameter list>)]  
e.g. PROCEDURE SumOfSquares(limit:INTEGER; VAR result:INTEGER);
```

User Defined Functions

User-Defined Procedures

- Following the subroutine identifier is the **parameter list** for the subroutine. This optional list defines a method of **moving data in and out** of the subroutine.
- While it is possible to refer to values in the enclosing program blocks directly, doing so **would eliminate the ability** to easily use the subroutine in other code, which is one of the **major advantages** of using subroutines.
- The parameter list declares **a set of identifiers** (and their associated data types) that will be used **to pass data to and from the subroutine**.
- The **VAR keyword** indicates an identifier that will be **used to pass data** out of the subroutine to the calling code.
- **Identifiers** in the parameter list **can be treated as variables** and used within the subroutine script code.
- By calling the subroutine, **the order and types of the variable identifiers must exactly match those in the declaration**.

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User-Defined Procedures

- example:

```
Procedure testSubroutine;
```

```
VAR
```

```
    myPosX,myPosY : REAL;  
    myRadius, myDiameter :INTEGER;
```

```
{SUBROUTINES}
```

```
Procedure CirclByPointAndRadius(rad, pointX, pointY : REAL; VAR diameter:INTEGER);
```

```
BEGIN
```

```
    diameter:=2*rad;  
    oval(pointX-rad, pointY-rad, pointX+rad, pointY+rad);
```

```
END;
```

```
{End of declaration subroutine}
```

```
BEGIN;
```

```
    myPosX:= 23.5;  
    myPosY:=myPosX;  
    myRadius:= 50;
```

```
    CirclByPointAndRadius(myRadius, myPosX, myPosY, myDiameter);
```

```
END;
```

```
Run(testSubroutine);
```

User Defined Functions

User-Defined Functions

- User-defined functions incorporate **all the features of user-defined procedures**, but they have one additional feature which makes them extremely useful when writing scripts: **an associated value**.
- User-defined functions, unlike procedures, can **pass data out** of the subroutine through a return value, which associates the value with the subroutine identifier.
- User-defined function declarations have one additional requirement: **a return value type** after the parameter list. This data type indicates what type of data will be passed through the return value mechanism and will be associated with the identifier.
- The general syntax for user-defined functions is:

FUNCTION <procedure identifier>[(<parameter list>)]:<return value type>

User Defined Functions

User-Defined Functions

- example:

```
PROCEDURE SubrExample2;
VAR
    n,sum:INTEGER;

FUNCTION SumOfSquares(limit:INTEGER):INTEGER;
BEGIN
    SumOfSquares:= limit*(limit+1)*(2*limit+1)/6;
END;

BEGIN
    n:=IntDialog('Enter the limit value','0');
    {sum of squares for the first n integers}
    sum:= SumOfSquares(n);
    Message('The sum of squares is: ',sum);
END;
Run(SubrExample2);
```