Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Hour \_\_\_\_\_\_\_\_\_

Stage 6 Fast Function Notes (Unplugged)

Vocabulary

1. **Function:** A mathematical object that takes in some \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and produces an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. **Independent Variable:** An \_\_\_\_\_\_\_\_\_\_\_\_\_ variable that is controlled by the user.
3. **Parameter:** A \_\_\_\_\_\_\_\_\_\_\_\_ or expression belonging to the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ of a function.
4. **Variable:** A reference to a value or expression that can be used \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ throughout a program.

What is a Fast Function?



Suppose we wanted to make an image with 75 identical, solid red triangles. To do so you’d have to create this Evaluation Block 75 times!

Even worse, if you decide you wanted 75 blue triangles instead, you’d have to go through and change each and every block. There must be a better way!

We can store the red triangle Evaluation Block in a Variable, let’s call it “red-triangle”. That name “red-triangle” now becomes a shortcut for the blocks inside of the variable, and we can use the shortcut over and over in our program. If we decide that we want the red triangle to be 100 pixels instead of 50, we only need to change it in the variable definition.