

Procedure

Code designed to do something useful that can be used (run) many times.

Simple Everyday Procedures

Procedures are like groups of actions that we put together in the same order to do set things.

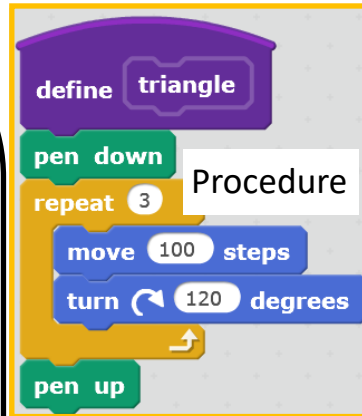
- Brushing your teeth
- Putting your school uniform on
- Dancing your favourite dance

Procedures can also be called subroutines, sub programs or functions.

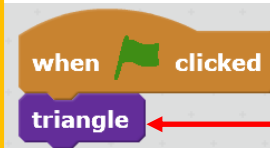
Adaptable Everyday Procedures

Some everyday procedures can be adaptable (changeable).

- Brushing your teeth (**slow, fast, carefully**)
- Putting your school uniform on (**clean, dirty**)
- Dancing your favourite dance (**slow, fast**)



```
define triangle
  pen down
  repeat 3
    move 100 steps
    turn 120 degrees
  pen up
```

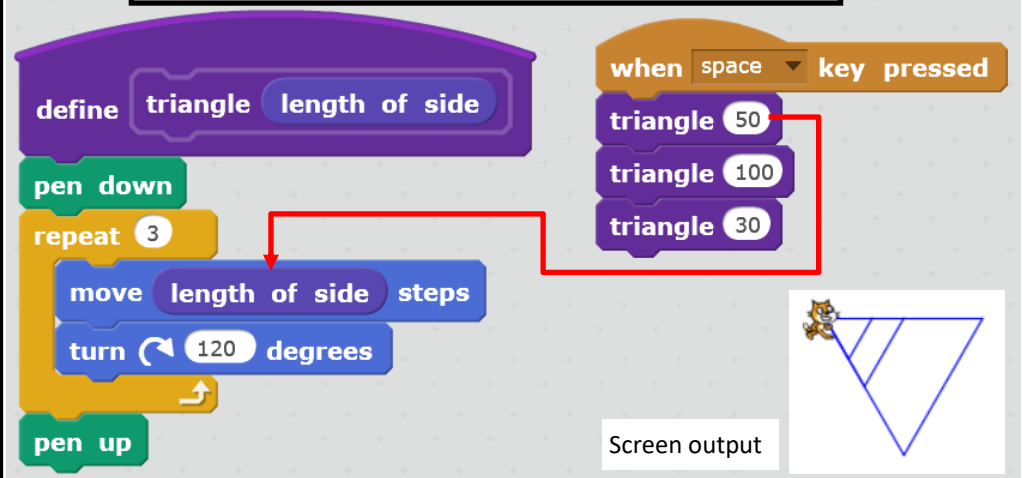


```
when green flag clicked
  triangle
```

Code that runs (starts) the procedure

When the green flag is clicked the **simple triangle procedure** will be drawn. It could be used many times, anywhere in the program.

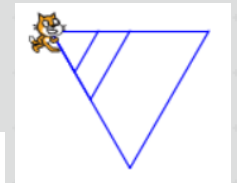
Programming Procedures



```
define triangle length of side
  pen down
  repeat 3
    move length of side steps
    turn 120 degrees
  pen up

when space key pressed
  triangle 50
  triangle 100
  triangle 30
```

Screen output



When the space key is pressed the **adaptable triangle procedure** will draw three triangles. The number will be used by the procedure as the length of the sides.