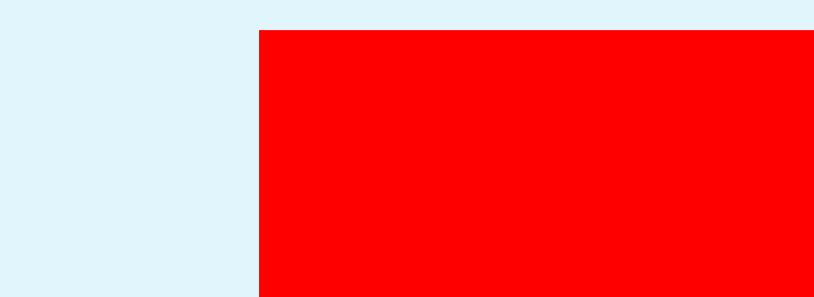
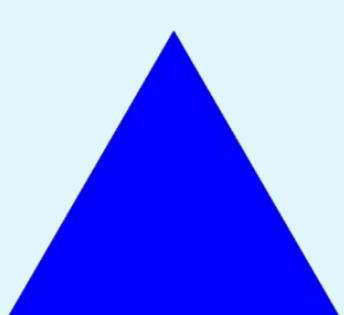


The Toolbox of Functions: Teaching Code Reuse in Schools

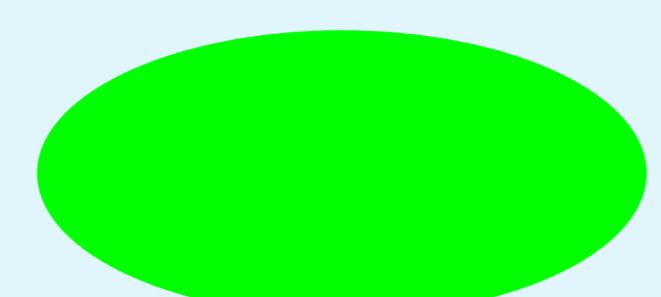
Luca Chiodini, Joey Bevilacqua, Matthias Hauswirth



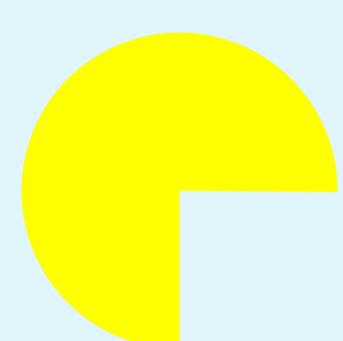
rectangle(200, 100, red)



triangle(100, 100, 60, blue)



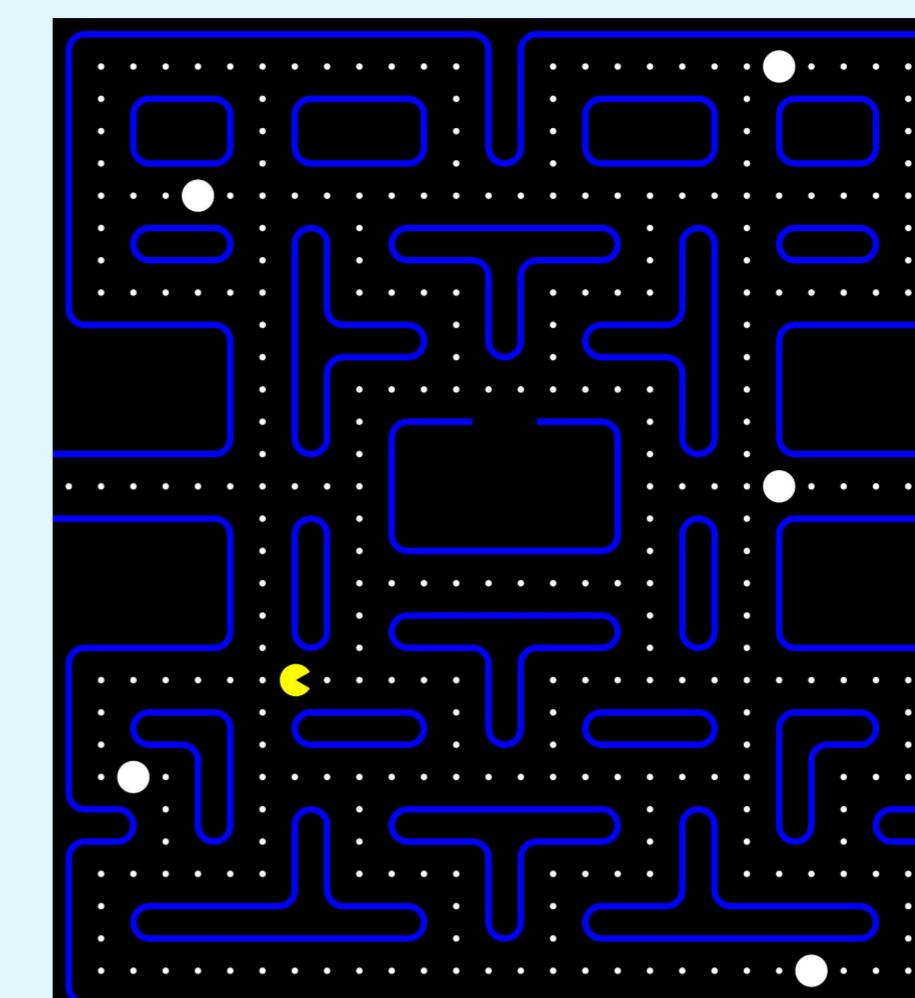
ellipse(300, 150, green)



circular_sector(100, 270, yellow)

PyTamaro

text("PyTamaro", "Fira Sans", 20, black)



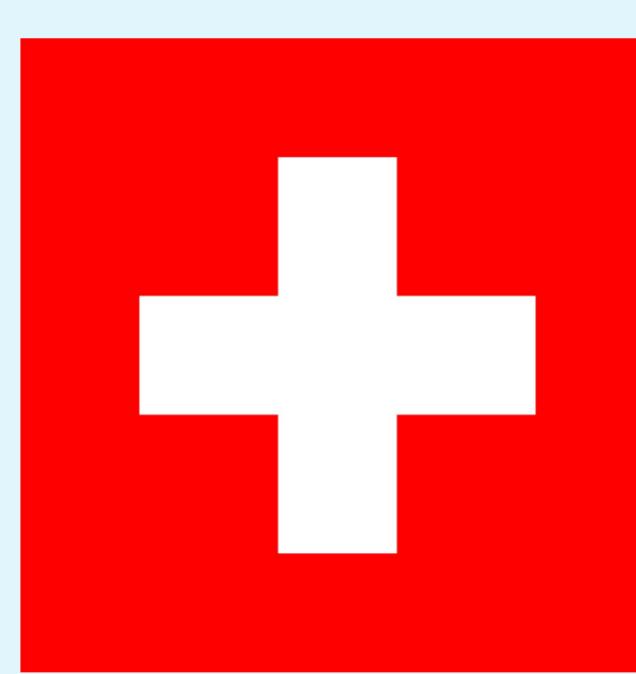
1 Program the Flags

```

1  from pytamaro import (above, compose, overlay, pin, rectangle, red,
2                      rgb_color, rotate, show_graphic, top_left, white)
3  from functools import reduce
4
5  # Program the Swiss Flag
6  swiss_cross_arm = rectangle(200, 60, white)
7  swiss_cross = overlay(swiss_cross_arm, rotate(90, swiss_cross_arm))
8  swiss_flag = overlay(swiss_cross, rectangle(320, 320, red))
9  show_graphic(swiss_flag)
10
11 # Program the Greek Flag
12 greek_cross_arm = rectangle(100, 20, white)
13 greek_cross = overlay(greek_cross_arm, rotate(90, greek_cross_arm))
14 blue = rgb_color(0x0D, 0x5E, 0xAF)
15 greek_cross_with_bg = overlay(greek_cross, rectangle(100, 100, blue))
16 blue_stripe = rectangle(270, 20, blue)
17 white_stripe = rectangle(270, 20, white)
18 stripes = reduce(above, [white_stripe, blue_stripe] * 4, blue_stripe)
19 greek_flag = compose(pin(top_left, greek_cross_with_bg),
20                      pin(top_left, stripes))
21 show_graphic(greek_flag)

```

Code Clones



3 Save the Function to Your Toolbox

Implementation

- ⓘ Clean up your code before saving a function to your toolbox. Some tips:
 - Remove any code not needed by the function you want to save
 - Remove code that produces output (such as calls to `show_graphic` or `print`)
 - Remove unnecessary imports: move all of them to the top, combine them if possible, and delete unused ones

```

1  from pytamaro import overlay, rectangle, rotate, Color, Graphic
2
3  def cross(arm_width: float, arm_height: float, color: Color) -> Graphic:
4      """Colored cross given the horizontal arm width and height"""
5      cross_arm = rectangle(arm_width, arm_height, color)
6      return overlay(cross_arm, rotate(90, cross_arm))

```

Function to save

cross

Colored cross given the horizontal arm width and height

Document what your function does

Example that uses your function

green show_graphic

```

1  from toolbox import cross
2  from pytamaro import green, show_graphic
3
4  show_graphic(cross(100, 40, green))

```

DONE



SAVE TO TOOLBOX

1400+

Functions Added to Their Toolbox by 800+ Users

Mostly in Swiss Schools Over a Year

2 Define a Function

```

1  def cross(arm_width: float, arm_height: float, color: Color) -> Graphic:
2      """Colored cross given the horizontal arm width and height"""
3      cross_arm = rectangle(arm_width, arm_height, color)
4      return overlay(cross_arm, rotate(90, cross_arm))
5
6  # Program the Swiss Flag
7  swiss_cross = cross(200, 60, white)
8  ...
9
10 # Program the Greek Flag
11 greek_cross = cross(100, 20, white)
12 ...

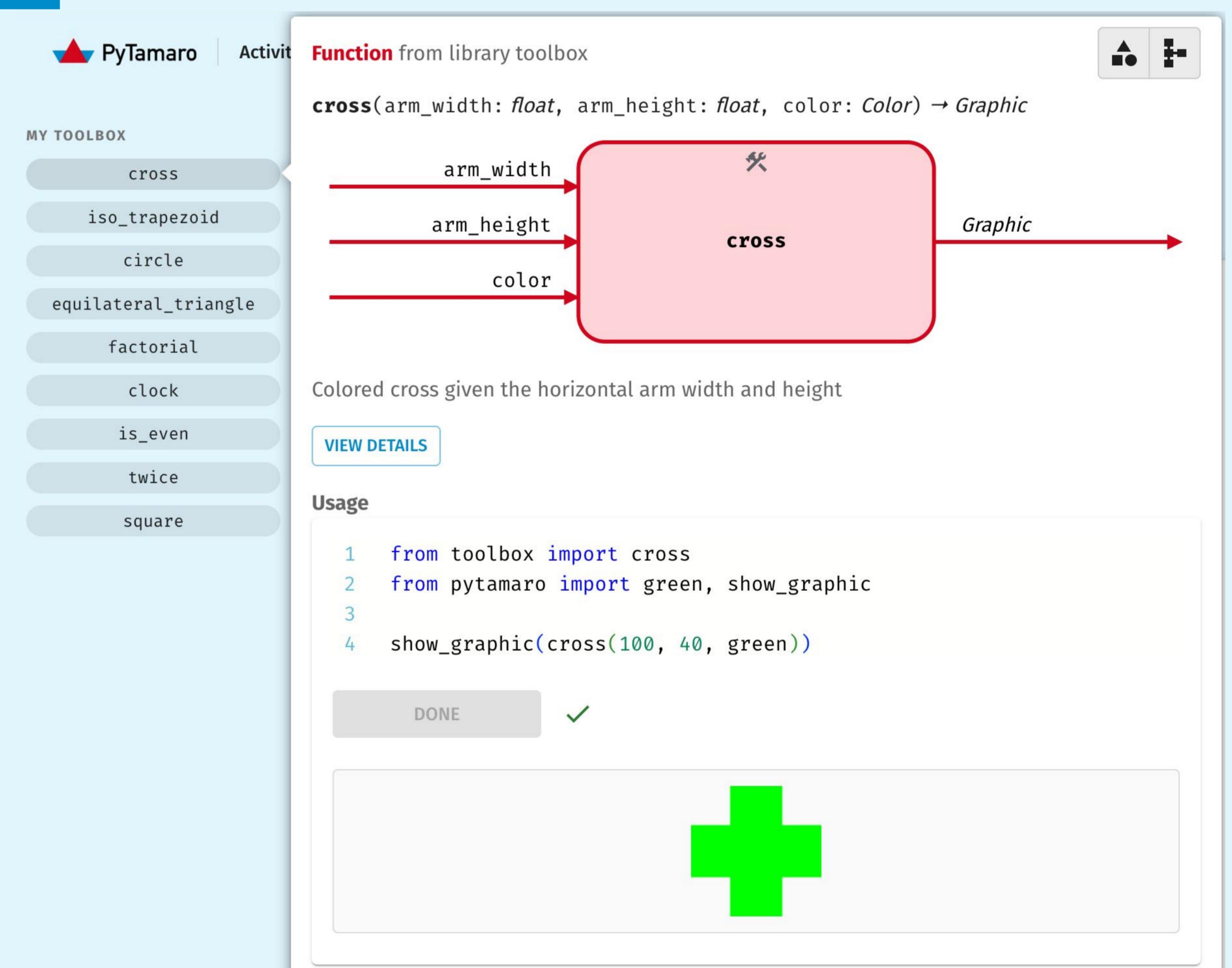
```

RUN ⏪

Abstraction & Code Reuse

Handy in the Future?
Add the Function to the Toolbox Library!

4 Explore Your Toolbox



5 Easily Import From Your Toolbox

overlay rgb_color rotate show_graphic circle cross

```

1  from pytamaro import overlay, rgb_color, rotate, show_graphic
2  from toolbox import circle, cross
3
4  red = rgb_color(0xC1, 0x12, 0x1C)
5  blue = rgb_color(0x15, 0x48, 0x89)
6  sign_cross = rotate(45, cross(160, 19, red))
7  sign_base = overlay(circle(60, blue), circle(96, red))
8  sign = overlay(sign_cross, sign_base)
9  show_graphic(sign)

```

