

$\frac{10(10+1)}{2}$

10	27
9	
8	18
7	
6	
5	
4	
3	9
2	
1	1
	55

```

void setup() {
  int x = 10;
  timesTwo(x);
  println(x);
}

void timesTwo(int x) {
  x = x * 2;
  println(x);
}
  
```

$\xrightarrow{\text{timesTwo}(10)}$ output
 20
 10
 $\xrightarrow{\text{setup}}$

```

++ ← x = x * 2;
    println(x);
rect(10, 10, 10, 10);
print(x);
++
rect
  
```

$\xrightarrow{x(\text{setup})}$ 10 $\xrightarrow{x(\text{tw})}$
~~10~~
 20

Using void return-type

Only "doing" things like drawing shapes, printing, declaring + assigning variables.

Using data-types (int, or float or boolean) etc.) as our return type

Perform a calculation, + give back a value in our code.

Ex:

`rect(10,10,10,10);` // uses void return-type

~~int x = random(10);~~
`float x = random(10);` → uses float return-type

```
void setup() {
```

```
    int x = mySum(10, 5);  
    println(x);  
}
```

```
int mySum(int a, int b) {  
    int c = a + b;  
    return c;  
}
```

```
int something(...) {
```

```
    ...  
    return z;
```

These need
to match (z must
be an int)



$$\sum_{i=1}^n i = \frac{n(n+1)}{2}$$