

## GCSE Bitesize Computer Science

### BBC's Simon Lumb on functions – transcript

My name's Simon Lumb and I look after games in BBC Future Media. Some of our most popular games are games for Mr Bloom and Tree Fu Tom on CBeebies, and for Scooby Doo and Wolfblood on CBBC. A function is just a list of instructions. So if you think about making dinner, you'd probably have: preparing the ingredients, cooking the food, eating the food, cleaning up afterwards. They're four functions, they're four sets of instructions that you can kind of separate. Programmers use them in a whole bunch of ways to separate other programs to make them understandable and also to make them very testable, so you can do things in a very small chunk and test that it works and be sure about what it's trying to do and that you get the results that you expected. And we use them all the time in BBC products. So we create a situation, we write down a situation where we say what we want to happen, then we create a function that achieves that. Once we've achieved that and verified it, we move on to the next one. We kind of have a whole list of those things that enable us to achieve this bigger and bigger picture. So in the iPlayer, when you want to show that page of that programme, you're going to have a function that goes off and gets you the picture, a function that goes off and gets you the synopsis and the episode title, and goes and when you click on that button that says 'play', that's a function - play – you know, go and find the video, check that the video is right for the device that they're on, and then give it to them and serve it in the right formats and at the right bit rates and all this kind of stuff. There's loads of stuff that goes on.