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HyperCard: Writing Function Handlers (7/92)

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TOPIC -----

How do I write function handlers?

DISCUSSION -----

When you write a handler for a function, you specify statements that compute and return a value to the handler that calls the function. Each function handler has the following form:

```
function functionName
    statements
end functionName
```

HyperCard has many built-in functions, and you can write your own:

```
    put square(5) into the Message box
end mouseUp
```

```
function square x
    return (x * x)
end square
```

The function square receives a number through its parameter variable, x. It then returns the value of `x * x` to the handler that called it (mouseUp) using the return keyword.

This article is adapted from the Claris Tech Info database.

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