

Fifth step... In this step we will finish our subroutine.

(It will use a local variable... unnecessarily! (To show how local variables are created.))

The subroutine will accomplish the totally useless task of doubling the number in `iCountOfClicks`. The result will be displayed on `Label2`. So far, it just returns “xx”.

- 1) Create (type in by hand) the variable local to `sDoubleIt:string`. {{1}}
- 2) Modify the code of the subroutine. {{2}}

(It is “bad”, by the way to use one of the global variables inside a subroutine, but it isn't uncommon to do it.)

Yes... `sTmp` isn't “necessary”... the following would work fine...

```
function TForm1.sDoubleIt:string;
begin
    result:= inttostr( iCountOfClicks*2);
end;
```

.. but then you wouldn't have seen a local variable declared and used!

Note: The REST of the program needed no changes at all... the effect of changes in the subroutine were felt elsewhere “automatically”. (This is good.)

```
=====
unit Unit1;
{$mode objfpc} {$H+}

//-----
interface
uses Classes, SysUtils, FileUtil, Forms,
    Controls, Graphics, Dialogs, StdCtrls;

type
    TForm1 = class(TForm)
        Button1: TButton;
        Label2: TLabel; }
        Label1: TLabel;
        procedure Button1Click(Sender: TObject);
        procedure FormCreate(Sender: TObject);

//... continues next page....
```

```

private
  { private declarations }
  //variables first
  iCountOfClicks:integer;
  //Note: all subroutines to go AFTER variables
  //Subtoutines: Functions and procedures. Can be jumbled.
  function sDoubleIt:string;
public
  { public declarations }
end;

var
  Form1: TForm1;

implementation

{$R *.lfm}

procedure TForm1.Button1Click(Sender: TObject);
begin
  //”By hand” bit begins here
  iCountOfClicks:=iCountOfClicks+1;
  Label1.caption:=inttostr(iCountOfClicks);
  Label2.caption:=sDoubleIt;
  if Button1.caption<>'Yes' then begin
    Button1.caption:='Yes';
    end//no ; here
  else begin
    Button1.caption:='No';
  end; //Last of “by hand” bit.
end;

procedure TForm1.FormCreate(Sender: TObject);
begin
  iCountOfClicks:=0;
end;

function TForm1.sDoubleIt:string;
//This is “bad” in several ways! But will do to illustrate SOME things...
var sTmp:string;// local to sDoubleIt  {{1}}
begin
  sTmp:= inttostr( iCountOfClicks*2);  {{2}}
  result:=sTmp;  {{2}}
end;

end.

```