## 1. EXERCISE (4.1.pl)

Define a variable called $\$ \mathrm{x}$ and put a number into it. Now write a subroutine called "increment" that adds 1 to this variable. Use this subroutine to increment the contents of $\$ x$ three times. Print $\$ x$ to see if it worked.
2. EXERCISE (4.2.pl)

Write a subroutine called "absolute" that calculates the absolute value of number and returns it, i.e. if it finds a negative number it should return its positive counterpart. If the number is positive it should simply return the number. Print the returned value to check if it worked.

## 3. EXERCISE (4.3.pl)

Write a subroutine that calculates the sum of an array (that you can define as you like) and returns it. Print the result to the screen.

## 4. EXERCISE (4.4.pl)

Modify 4.3.pl to immediately return the text "negative number found" if it finds a negative number in the array. If not it should still return the sum of the array.

## 5. EXERCISE (4.5.pl)

Modify 4.2.pl so you can use the subroutine on any variable by passing it as a parameter when calling the subroutine. Apply the subroutine to two different variables (e.g. \$x and \$y). Print the results of the subroutine to see if it worked.

## 6. EXERCISE (4.6.pl)

Define 4 variables $\$ \mathrm{x}, \$ \mathrm{y}$, $\$ \mathrm{a}$ and $\$ \mathrm{~b}$ and fill them with numbers. Now write a subroutine that calculates the difference of two variables that get passed on as parameters. Inside the subroutine use private variables called $\$ \mathrm{a}$ and $\$ \mathrm{~b}$ to do the calculation (i.e. copy over the contents of @_). Use the subroutine to calculate the difference between $\$ x$ and $\$ y$ first and then the difference between $\$ \mathrm{a}$ and $\$ \mathrm{~b}$ that you defined in the very beginning. Check what happens if don't make sure that the $\$ \mathrm{a}$ and $\$ \mathrm{~b}$ inside the subroutine are private.

