

# Procedures/commands/functions

- \* 'proc' is an encapsulation mechanism, a conceptual box or container around a bunch of code - it helps us think at a higher level and not in terms of underlying syntax
- \* comparison with a variable
- \* Our procs vs. Maya's built-in functions & commands
- \* procs have optional inputs/output[s]
- \* "real world" programs consist of **procs that call each other** - this is the one line summary of MEL programming!!