

# Functions with multiple return values

- We generally assume a function returns a single value
- We can actually make it return multiple separate values (without putting them in a list)
- Requires use of “values” function to do the return
- By default just the first returned value is captured
- Requires use of either “nth-value” or “multiple-value-bind” to capture the extra returned values

# Values and nth-value

- We can return multiple values using values function, and capture them one at a time with nth-value, e.g.

```
(defun f ( x )  
  ; if x is numeric return sqrt x, -x, and x^2  
  (if (numberp x) (values (sqrt x) (- x) (* x x))))
```

```
(defvar first (f 3)) ; just captures the sqrt of x  
(defvar second (nth-value 1 (f 3))) ; captures the -x  
(defvar third (nth-value 2 (f 3))) ; captures the x^2
```

# multiple-value-bind

- Multiple-value-bind lets us create a local block, with a list of variables that we'll initialize from the return values
- We can then use the values in the rest of the block

```
(multiple-value-bind
```

```
  (first second third) (f 3)
```

```
  (format t "sqrt is ~A~%" first)
```

```
  (format t "negative is ~A~%" second)
```

```
  (format t "square is ~A~%" third))
```

```
; note: if we ask for more values than are returned
```

```
;       then the extras just default to nil
```