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# Anatomy of a Function

```
void alpha(void)
```

- The function is named *alpha*.
- It returns no values (*void* type).
- It has no arguments (*void*).

Void is a variable type, which means it can store any type of data. **tuts+**

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# Anatomy of a Function

```
int count(void)
```

- The function is named *count*.
- It returns an integer value (*int* type).
- It has no arguments (*void*).

It requires no input and, therefore, has no argument. **tuts+**

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# Anatomy of a Function

```
void hangUp(char ch)
```

- The function is named *hangUp*.
- It returns no value (*void* type).
- It has one argument, a *char* variable *ch*.

It does, however, accept a single character as input. **tuts+**

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# Anatomy of a Function

- Functions must be prototyped or introduced before use.
- Functions are called by name, e.g. *alpha()*.
- Program flow passes to the function.
- Program flow returns when the function is complete.

with a statement after the function **tuts+**

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