LAB: JS Functions

Lesson Time: 30 Minutes

Before starting the lab, review some terminology. Remember that a function is a reusable block of code with a name. A function can take *arguments* as input and *return* results as output. When we use a function, we say we are "*calling* a function". If a function requires input arguments, we say we are '*passing in*" some data to the function. We can pass in variables, constances, or hard coded values.

1. Create a function called myFirstFunction.
   - It should print hello world world to the console
   - It doesn't need to return anything.

2. Create a function called addNumbers
   - It should take in two numbers as arguments
   - It should add the two numbers together
   - It should return the results.

3. Call addNumbers and pass in the values 6487 and 9652.
   - Print the results to the console.

4. Create a function called sayHello
   - It should take in the name of a person as an argument
   - It should return a string that says "Hello , *name of the person*, I'm Javascript."

5. Call sayHello and pass it your name.
   - Print the results to the console.