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# JavaScript Function Parameters

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A JavaScript function does not perform any checking on parameter values (arguments).

# **Function Parameters and Arguments**

Earlier in this tutorial, you learned that functions can have **parameters**:

```
function functionName(parameter1, parameter2, parameter3) {
  // code to be executed
```





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Function arguments are the real values passed to (and received by) the function.

## Parameter Rules

JavaScript function definitions do not specify data types for parameters.

JavaScript functions do not perform type checking on the passed arguments.

JavaScript functions do not check the number of arguments received.

### Parameter Defaults

If a function is called with **missing arguments** (less than declared), the missing values are set to: **undefined** 

Sometimes this is acceptable, but sometimes it is better to assign a default value to the parameter:

### Example

```
function myFunction(x, y) {
  if (y === undefined) {
    y = 0;
  }
}
```

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```
function (a=1, b=1) {
  // function code
}
```

# The Arguments Object

JavaScript functions have a built-in object called the arguments object.

The argument object contains an array of the arguments used when the function was called (invoked).

This way you can simply use a function to find (for instance) the highest value in a list of numbers:

### Example

```
x = findMax(1, 123, 500, 115, 44, 88);
function findMax() {
   var i;
   var max = -Infinity;
```



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```
max = arguments[i];
}

return max;
}
```

Or create a function to sum all input values:

# Example

```
x = sumAll(1, 123, 500, 115, 44, 88);

function sumAll() {
  var i;
  var sum = 0;
  for (i = 0; i < arguments.length; i++) {
    sum += arguments[i];
  }
  return sum;
}</pre>
```

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# s are Passed by Value

a function call, are the function's arguments.

hts are passed by **value**: The function only gets to know the values, not the argument's locations.

es an argument's value, it does not change the parameter's original value.

nents are not visible (reflected) outside the function.

# e Passed by Reference

ct references are values.

jects will behave like they are passed by reference:

es an object property, it changes the original value.

t properties are visible (reflected) outside the function.

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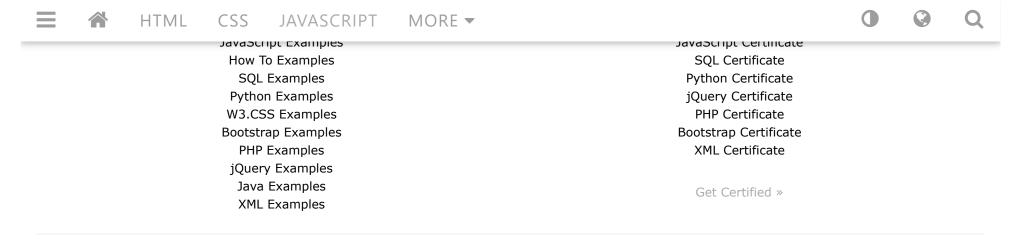
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