# How to write a function in four easy steps (and call it in one)

1. Fill in function name and comment to explain it

// .

// .

*<explanatory comments>*

( )

3. What information will the function need to get started? Put it here, looking like variable declarations separated by commas.

*<return type> <name of function> <function parameters>*   
{

2. Fill in return type. If the function doesn't return anything, strike out the return stuff and make its return type void.

\_\_\_\_\_\_\_\_\_\_\_\_ result;

*<return type>*

//

//

//

//

//

4. a) How does the function do its work?

Put the problem description inside the function as comments…

…and refine it to a sufficiently specified algorithm, as in Chapter 6.

//

//

4. b) Write the code

return result;

}

5. a) Copy the top line, put it above main, and end with a semicolon (in your .cpp file).  
 b) Call the function, and (if it isn't void) store the result or use it (in your .cpp file).