This week I have been able to:

* Write functions that accept and use parameters.
* Return a value from a function to its call point.
* Call a function and pass arguments to that function.
* Store the result returned from a function in a variable.
* Distinguish between a parameter and an argument.
* Distinguish between displaying output for the user to see and returning a value to be used by the program.
* Understand variable scope.

The use of functions has a number of advantages which include:

* Better organization.
* After a function is written it can be reused again and again by calling it from multiple locations in a program and less code.
* Control of code execution since statements that are inside a function are not executed until a function is called giving the programmer control over when those statements are executed.
* Easier to debug and well written functions contains less code, hence that program will very likely load faster and execute faster.
* Variables declared inside a function are local to that function only and variable names can be reused in different functions.

When a function is written, but never called, it will never be executed. A function is called by simply writing its name followed by its arguments, which can be a constants, string literals or variables. Invoking a function causes the computer to execute the code in that function.