1. Functions are compiled from the top down
    a. A function at the top of the file will be compiled first, then it will go down from there
    b. If you want to put a function below where it will be called from, you can put a "function signature" at the top, basically notifying the computer that this function exists
2. void GetAverage(float x, float y, float z, int numberOfNumbers)
    a. When this is used, floats x, y, and z will exist within the function, as well as numberOfNumbers
    b. In main(), average could now be calculated using: float average = GetAverage(x, y, z, numberOfNumbers), where x,y, z, and numberOfNumbers are declared in main()
3. C++ is a "strongly typed" language
    a. It needs to know EXACTLY what type a value is
    b. For example, when dividing two floats by an int, you can cast the int value using (float)
        i. It would look like: float avg = (x + y) / (float)n, where x and y are floats, and n is an int
4. HOMEWORK
    a. Make a program that asks or loads all of your family names (just first names)
    b. Write a function that takes a vector of the names, plus which number you want to print out (like the 3rd name, for example), then prints out that name
    c. BONUS
        i. Print out how many names you entered
        ii. Print out all the names UP TO that number
        iii. Print out all the names AFTER that number
        iv. MORE BONUS: Sort the names
        v. MORE BONUS: Pass first AND last names (but in ONE vector)