Inline Function

Inline function is facility in C++ which is used for writing the small logics.

If we use the normal function then it will take time for creating stack, passing parameter to function as well as perform recursive call so it will more time for execution but if we use the inline it is faster than normal function.

Syntax

```
inline returntype functionname(arguments)
{
    write here your logics
}
```

If we want to work with inline function we have the some important points.

i) inline function not support recursion

ii) try to avoid the looping in inline function

iii) try to avoid use the static variable in inline function

Note: if we use the above things in inline function then internally C++ consider it as normal function

Example

```
#include<stdio.h>
#include<conio.h>
inline int getSquare(int x)
{
    return x*x;
}
void main()
{ clrscr();
  int no;
  printf("Enter the number\n");
  scanf("%d",&no);//5
  int result= getSquare(no);

  printf("Result is %d\n",result);
          Result is  25
    getch();
}
```

Output

```
Enter the number
6
Result is 36
```