

Input Arguments

Let's get familiar with giving input arguments to functions.

Now let's modify our function so that it accepts one input argument, which is a string containing the name we want to say hello to. So, for example, we could call the function with `writeMessage("Dave")` and it would print to the screen `Hello, Dave`, or we could call it with `writeMessage("Victoria")` and it would write to the screen `Hello, Victoria`, etc:

```
#include <stdio.h>

void writeMessage(char name[]) {
    printf("Hello, %s\n", name);
}

int main() {
    writeMessage((char *)"Dave");
    writeMessage((char *)"Victoria");
    return 0;
}
```



For the moment don't worry about the `char[]` type, it is a character array, and we will talk about arrays in the next section.

Let's give our function two input arguments now, just to see how this is done:

```
#include <stdio.h>

void writeMessage(char name[], int n) {
    printf("Hello, %s %d\n", name, n);
}

int main() {
    writeMessage((char *)"Dave", 123);
    writeMessage((char *)"Victoria", 444);
    return 0;
}
```



Apart from input arguments, the other fundamental component of a function is

the return value. We'll deal with it in the next lesson.