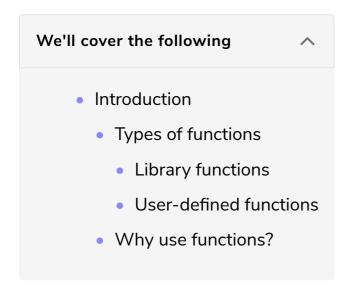
Functions in C++

In this lesson, you will study the functions and their types.



Introduction

Suppose you want to make juice for yourself. You will follow the following steps:

- 1. Put fruits and water in a blender.
- 2. Turn on the juicer.
- 3. Enjoy a mouth-watering juice after 1 minute.



A function is almost like a blender that performs a specific action on the ingredients and then returns a modified product. We can use the same blender for extracting the juice of different fruits. Similarly, functions are reusable, and we can use the same function anytime with different inputs.

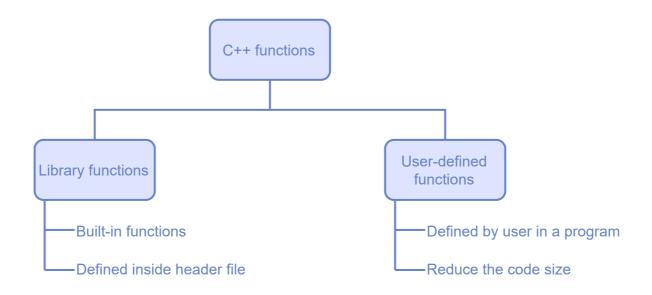
performs a particular task, and it is given a name.

Functions in programming are just like mathematical functions. They take something as input, perform some operation on it, and return the output.

Types of functions

In C++, we have two types of functions:

- Library functions
- User-defined functions



Library functions

These functions are also known as built-in functions. They are already defined in the C++ header files such as \\\(\circ\)(\circ\)(\circ\)(\circ\), and \\\\(\circ\)(\circ\)(\circ\) etc. We can use these functions by including the relevant header file and then call them later in a program.

User-defined functions

These functions are defined by the users according to their needs. We can call them anywhere in the current program. We will discuss them in detail in the upcoming lessons.

Why use functions?

We use functions in a program to:

- Make our code reusable
- Divide our code into small modules

• Avoid code repetition The purpose of the function is to define the code block once and then use it many times. Library functions are:

Make the debugging of the program easier

• Make our code neat

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Let's dig deeper into user-defined functions. Keep on reading to find out more!