Function

→ Block of code

Pre-define

substring()
slice()
splice()
sort()

User define

1. Takes Nothing Returns Nothing
2. Takes Nothing Returns Something
3. Takes Something Returns Nothing
4. Takes Something Returns Something

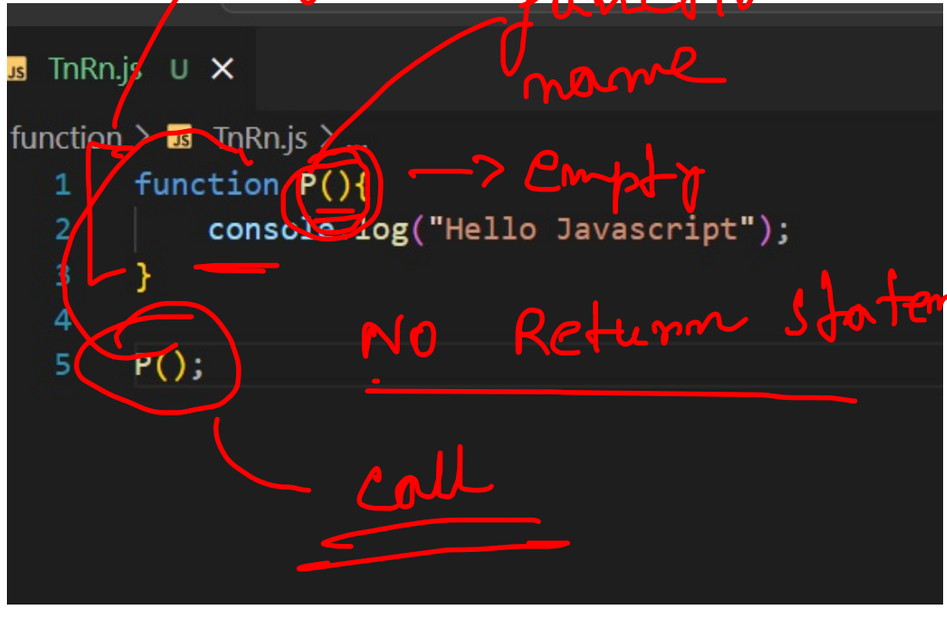
Takes Nothing Returns Nothing

Syntax

```
function fname() {

    // function body

}
```



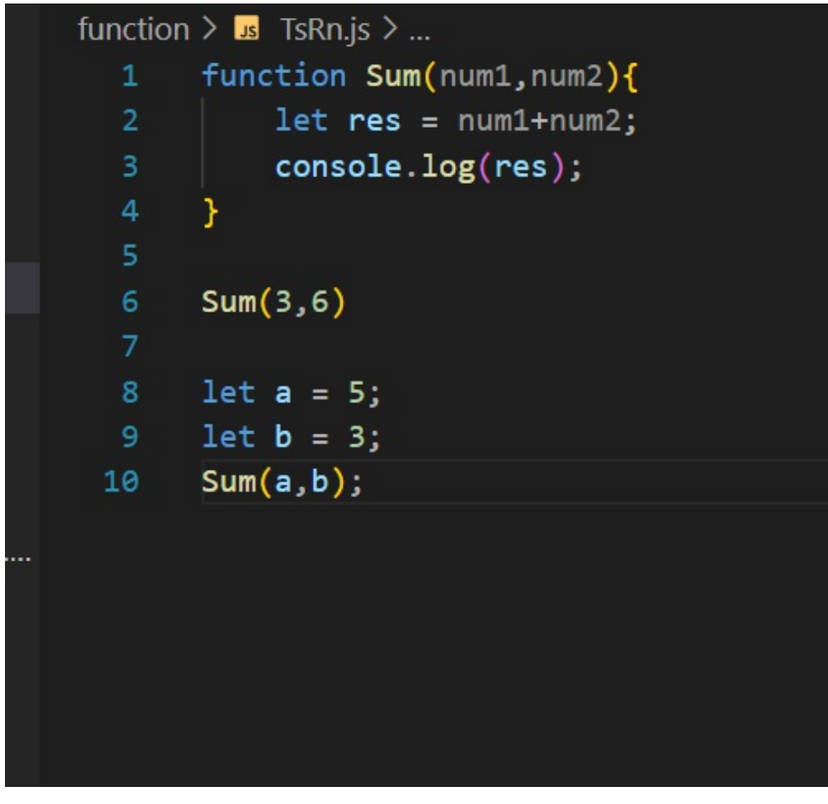
Takes Something Returns Nothing

```
function Sum(num1, num2){
    let res = num1 + num2;
    console.log(res);
}

Sum(3,2);
```

3 2

3



Takes Nothing Returns Something

```
function Sum() {
    let a = 10;
    let b = 5;  let c = a+b;
    return a+b;
    or
    return c;
    return a, b; X
}
```

↓ function ↓ return

Takes Something Returns Something

```
function sum(a, b) {
    return a+b;
}
let n = sum(3, 4);
        a, b
console.log(n);
```

① Swap two numbers using 3rd variable

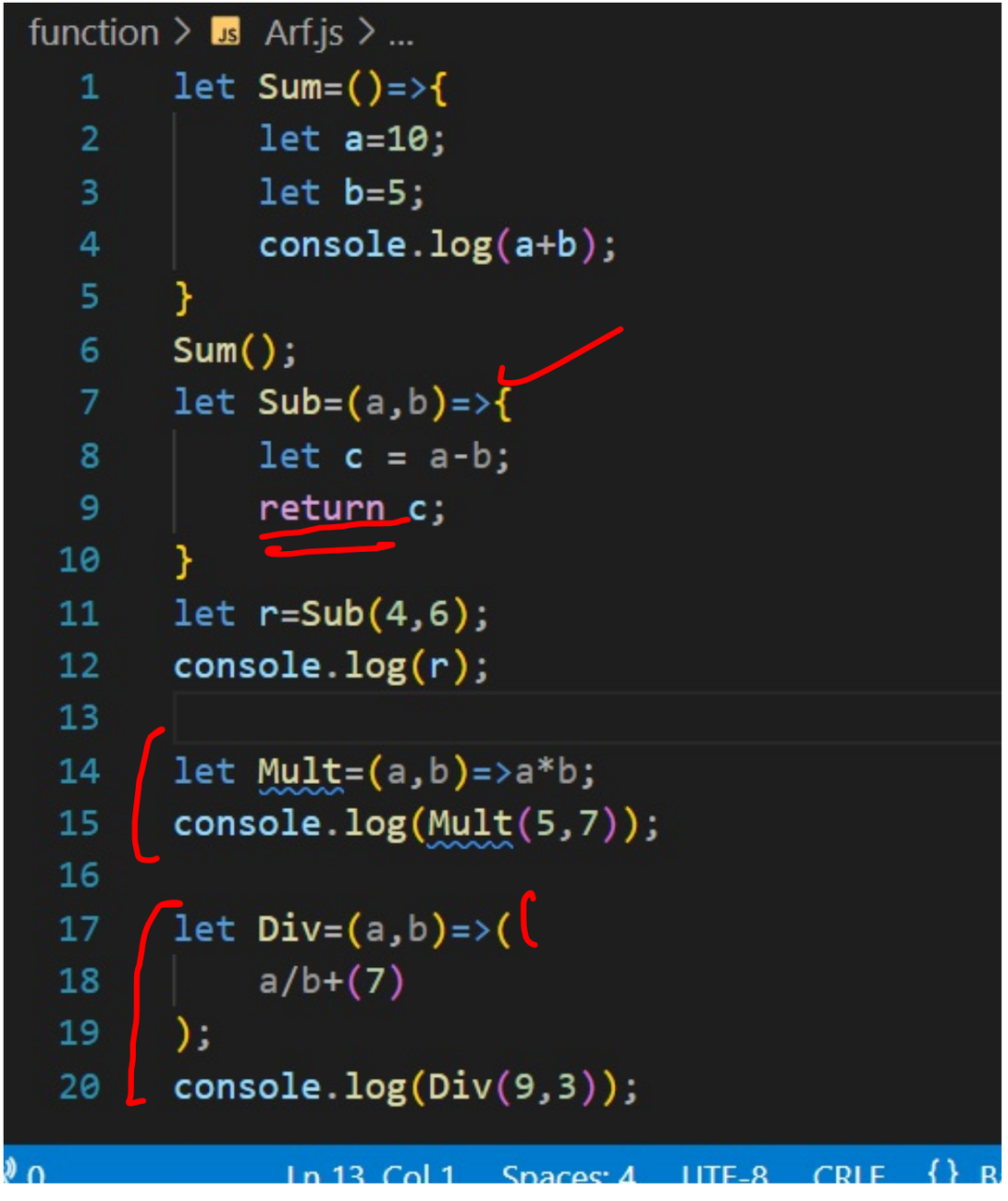
② without using

① Function as a variable

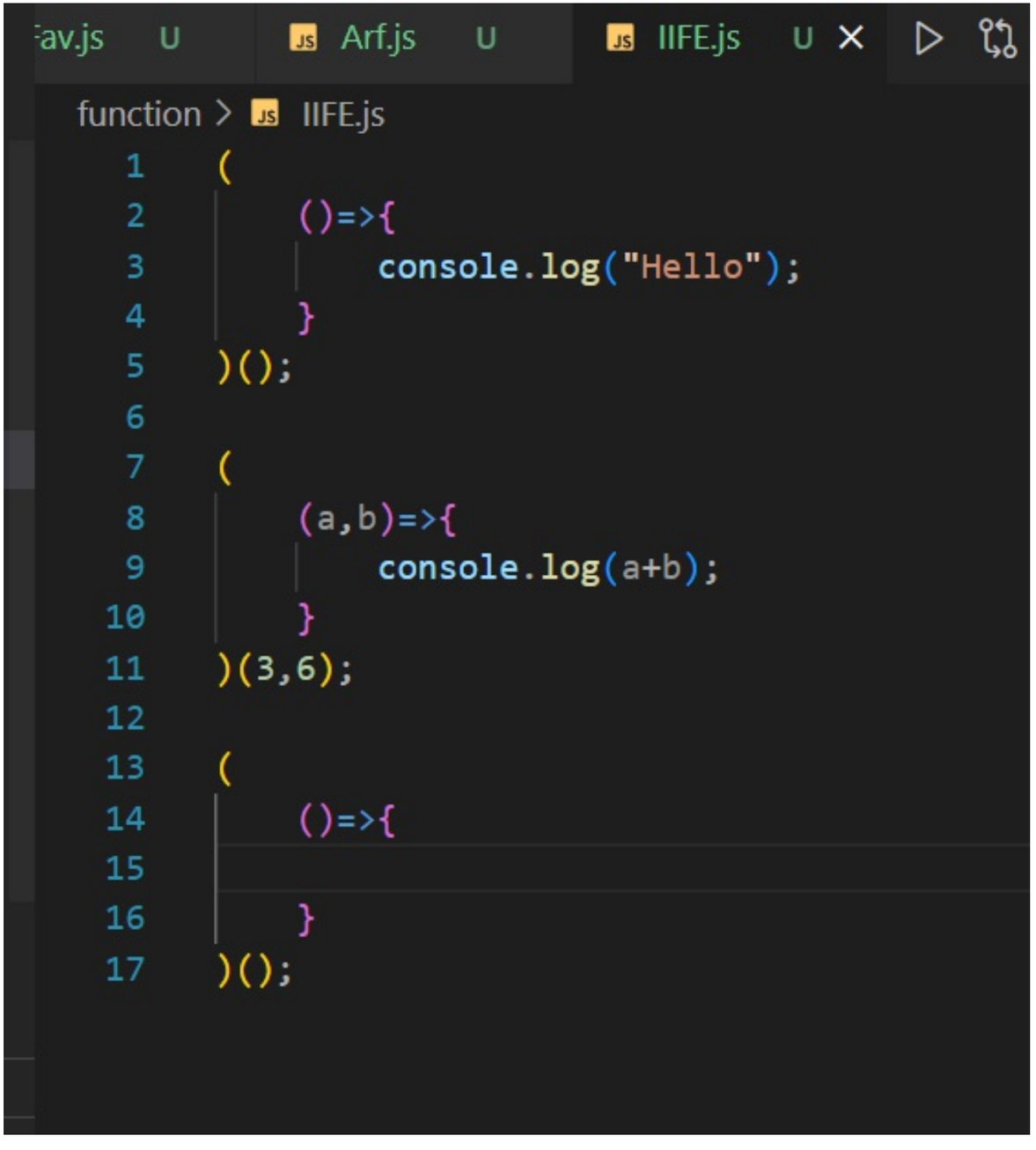
Syntax

```
let sum = function() {
        console.log("Hello");
};
sum();
```

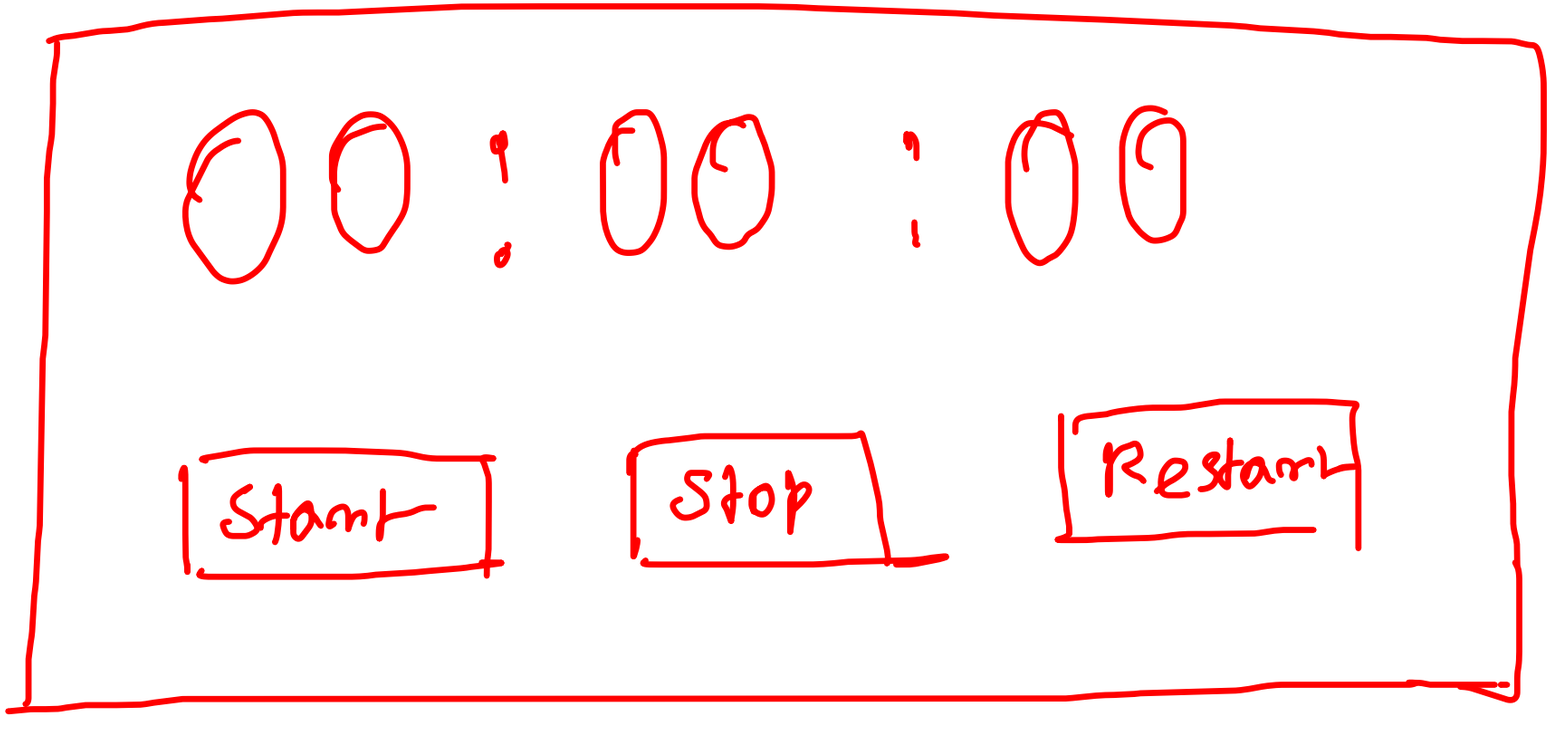
Arrow Function



IIFE


av.js U
Arf.js U
IIFE.js U
function > IIFE.js
(
()=>{
console.log("Hello");
}
)();
(
(a,b)=>{
console.log(a+b);
}
)(3,6);
(
()=>{
}
)();

Stop watch



```
let Start=()=>{
    console.log("Start");
    interval=setInterval(()=>{
        if(sec<59){
            sec++;
        }else if(min<59){
            sec=0;
            min++;
        }else{
            min=0;
            hr++;
        }
    })
}
```

1 2 3 4 ↑ sec