JavaScript Functions

Adding Capabilities to Web Pages

Function Declaration

Functions enable the developer to expand capabilities

- Declared using the 'function' keyword and curly braces to contain the code
- function getUserName() {
 var userName = prompt("What's your name?","");
 }

- Each function has a name
- Parenthesis designate the parameters, even if none exist

Variable Scope

- Global
 - Declared outside of any function or object
 - Can be accessed from anywhere

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- Global
 - Declared outside of any function or object
 - Can be accessed from anywhere
- Local
 - Declared inside code blocks
 - Only accessible from within the code block

Function Parameters

- Parameters pass data into a function
 - Parameters are local in scope
 - Helps to customize the function

```
<script>
var greeting = "Hello World"; // Global Scope.

function getUserName() {
    // Local Scope - userName only works here.
    var userName = prompt("What's your name?","");
}

function sayHello (nameToUse) {
    if (nameToUse == "") {
        alert (greeting);
    } else {
        alert ("Hello " + nameToUse);
    }
}
</script>
```

Returning Values from a Function

- Functions can send data back to the code that called it
 - Keyword 'return' is used to send data
 - 'return' immediately stops execution of the function

```
<script>
var greeting = "Hello World"; // Global Scope.
function getUserName( ) {
   // Local Scope - userName only works here.
   var userName = prompt("What's your name?","");
   return userName;
function sayHello (nameToUse) {
   if (nameToUse == "") {
      alert (greeting);
   } else {
      alert ("Hello " + nameToUse);
</script>
```

Returning Values from a Function

```
var name = getUserName();
sayHello(name);
sayHello(getUserName());
<input type="button" value="Say Hello"</pre>
onclick="sayHello(getUserName())">
```

```
<script>
var greeting = "Hello World"; // Global Scope.
function getUserName( ) {
   // Local Scope - userName only works here.
   var userName = prompt("What's your name?","");
   return userName;
function sayHello (nameToUse) {
   if (nameToUse == "") {
      alert (greeting);
   } else {
      alert ("Hello " + nameToUse);
</script>
```