★ JavaScript Functions - Explained Simply

A **function** in JavaScript is a reusable block of code that performs a specific task whenever you call it. Instead of writing the same code multiple times, you can put it inside a function and just **call the function** whenever needed.

◆ Example Without a Function (Repetitive Code)

Imagine you need to show an alert with the **current time** on multiple pages. You would have to **repeat this code** every time:

```
var now = new Date();
var theHr = now.getHours();
var theMin = now.getMinutes();
alert("Time: " + theHr + ":" + theMin);
```

This works, but repeating the same code **again and again** is inefficient.

Using a Function to Avoid Repetition

We can package this code into a function and reuse it anywhere with a single line:

```
function tellTime() {
  var now = new Date();
  var theHr = now.getHours();
  var theMin = now.getMinutes();
  alert("Current time: " + theHr + ":" + theMin);
}

// Calling the function
tellTime();

Now, whenever we need to show the time, we just call:
tellTime();
```

Instead of repeating the full block of code! #

♦ Breakdown of the FunctionCode

Explanation

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Explanation

★ Function Naming Rules

Code

- Function names follow variable naming rules.
- They should be **descriptive** (e.g., tellTime, showAlert).
- Use camelCase (showUserProfile) or underscore case (show_user_profile).

Where to Place Functions?

Functions can be placed:

In an external JavaScript file (script.js).

- ✓ At the end of the HTML <body> (before </body>).
- ✓ Inside the HTML <head> (but avoid this for better performance).

© Key Takeaways

- ✓ Functions **save time** by avoiding code repetition.
- ✓ Functions make your code easier to read and maintain.
- ✓ You **define** a function once, and **call** it anytime.