JavaScript Functions

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Imagine

console.log looks something like this:

```
var message = new WebInspector.ConsoleMessage(
    WebInspector.ConsoleMessage.MessageSource.Other,
    messageLevel || WebInspector.ConsoleMessage.MessageLevel.Debug,
    messageText
);
if (isFromBackend && WebInspector.SourceMap.hasSourceMapRequestHeader(msg.request)) {
    return;
}
msg.index = this.messages.length;
this.messages.push(msg);
switch (msg.level) {
    case WebInspector.ConsoleMessage.MessageLevel.Warning:
        this.warnings++;
        break;
    case WebInspector.ConsoleMessage.MessageLevel.Error:
        this.errors++;
        break;
}
this.dispatchEventToListeners(WebInspector.ConsoleModel.Events.MessageAdded, msg);
if (showConsole) {
    WebInspector.Revealer.reveal(this);
}
```

Problem

What if you had to copy/paste that every time?

What if that code has a bug that needs fixing?

Solution

Functions solve this!

- Write code once and run from anywhere.
- Much easier to maintain.
- Much easier to use.

Walkthrough

- Defining a function
- Calling a function
- Defining parameters
- Supplying arguments
- Returning results
- Capturing results