### Functions in javascript

A function is a small, logical and functional part of a program that can be reused in the program. It contains a block of code designed to perform a particular task.

To use a function in a program, it obviously needs to be called somewhere. When a function is called, it executes the code in the function and returns the flow of the program back to the statement next to the calling statement.

A built-in function or library function is the function that is already defined in the javascript. Functions like alert(), write(), prompt(), confirm() etc are built-in functions.

A custom function or user-defined function is the function that is defined by the user in order to perform a particular task in a program.

# Syntax:

```
function functionname(parameter-list)
{
     Block of codes
};
```

### Advantages of functions

Code reusability
Less coding
Simplifies program
Less readable
Easier to extend
Easier to maintain

# Concept of modularization

## Categories of user-defined functions in javascript

### 1. Functions with no arguments and no return type

### 2. Functions with no argument but return value

```
<html>
<head>
<title>Functions with no argument but return value</title></head>
<h1>Compiled By Er.Gaurab Mishra</h1>
<body>
<script type="text/javascript">
function area()
```

```
{
    var l=prompt("enter the length");
    var b=prompt("enter the breadth");
    return l*b;
}
</script>
    <button onclick="document.write(area())">click me</button>
</body>
</html>
```

### 3. Functions with arguments and no return value

```
<html>
<head>
<title>Functions with arguments and no return value</title></head>
<h1>Compiled By Er.Gaurab Mishra</h1>
<body>
<script type="text/javascript">
     var l=prompt("enter the length");
     var b=prompt("enter the breadth");
     function area(x,y)
           var result=x*y;
           document.write("The area is =" + result);
</script>
     <button onclick="area(l,b)">click me</button>
</body>
</html>
4. Functions with arguments and return value
<html>
```