Calling Functions

You can call functions inside of other functions. In the initalize function, we can call the `setupMonsterStats` function.

Below the line where we assign the `nickname` variable in the `initialize` function, add the line:

```
setupMonsterStats()
```

Now run your code! What changed?

When we run the program, the initalize function automatically gets run. When the initalize function calls `setupMonsterStats()`, all the code in that function also gets run. You added the code defining `level` and `element` to the code that the computer will run. That is why when you run the program, you can now see a **Leaf, Fire, or Water element** monster -- not just a formless one!

Changing the element

If you set up a Leaf-element monster, you entered a battle against a Fire-element monster. What happens if you change your monster to a different element? For example, if you set up a leaf, try setting `element = "Fire"`.

Changing what we store in the `element` variable changes both what our monster looks like and what our opponent looks like. This happens because the game code reads the `element` variable to help it decide how to set up the battle! Try it out and choose which monster you want to use.

Changing the level

We also want to make sure we are entering the battle with a monster that is prepared! The monster is too weak to battle at level 1. We need to change the monster's level from 1 to 5.

Both `1` and `5` are **integers**, which means they are whole numbers. Just like a string, an integer is a way for the computer to represent information.

You can change the monster's level from 1 to 5 by changing the line:

```
level = 1
```

to say:

```
level = 5
```

Now run your code. Your monster should be ready for battle!

A little more on integers

You can also produce **integers** in code with simple arithmetic. The computer understands the plus sign `+`, the minus sign `-`, the multiplication sign `*`, and the division sign `/`. That means that:

```
level = 2 + 3
```

means the same thing as:

```
level = 5
```

How convenient!