

Discovering Functions

This lesson discusses the most important component of any programming language i.e., functions. We will go through all the basic concepts of functions in this lesson.

We'll cover the following ^

- The Role of Functions
- Discovering Functions
- Declaring a Function
- Calling a Function
- Usefulness of Functions

The Role of Functions

To understand why functions are important, check out our example from a previous chapter: the burrito algorithm :)

```
1 Begin
2   Get out the rice cooker
3   Fill it with rice
4   Fill it with water
5   Cook the rice
6   Chop the vegetables
7   Stir-fry the vegetables
8   Taste-test the vegetables
9   If the veggies are good
10  Remove them from the stove
11  If the veggies aren't good
12  Add more pepper and spices
13  If the veggies aren't cooked enough
14  Keep stir-frying the veggies
15  Heat the tortilla
16  Add rice to the tortilla
17  Add vegetables to the tortilla
18  Roll tortilla
19 End
```



Here's the same general idea, written in a different way.

```
1 Begin
2   Cook rice
3   Stir-fry vegetables
4   Add fillings
5   Roll together
6 End
```



The first version details all the individual actions that make up the cooking process. The second breaks down the recipe into *broader steps* and introduces concepts that could be re-used for other dishes as well like *cook*, *stir-fry*, *add* and *roll*.

Our programs so far have mimicked the first example, but it's time to start modularizing our code into sub-steps so we can re-use bits and pieces as needed. In JavaScript, these sub-steps are called *functions*!

Discovering Functions

A *function* is a group of statements that performs a particular task.

Here's a basic example of a function.

```
function sayHello() {
  console.log("Hello!");
}

console.log("Start of program");
sayHello();
console.log("End of program");
```



Let's study what just happened.

Declaring a Function

Check out the first lines of the example above.

```
function sayHello() {  
  console.log("Hello!");  
}
```



This creates a function called `sayHello()`. It consists of only one statement that will make a message appear in the console: `"Hello!"`. This is an example of a function *declaration*.

```
// Declare a function called myFunction  
function myFunction() {  
  // Function code  
}
```



The declaration of a function is performed using the JavaScript keyword `function`, followed by the function name and a pair of parentheses. Statements that make up the function constitute the *body* of the function. These statements are enclosed in curly braces and indented.

Calling a Function

Functions must be called in order to actually run. Here's the second part of our example program.

```
console.log("Start of program");  
sayHello();  
console.log("End of program");
```



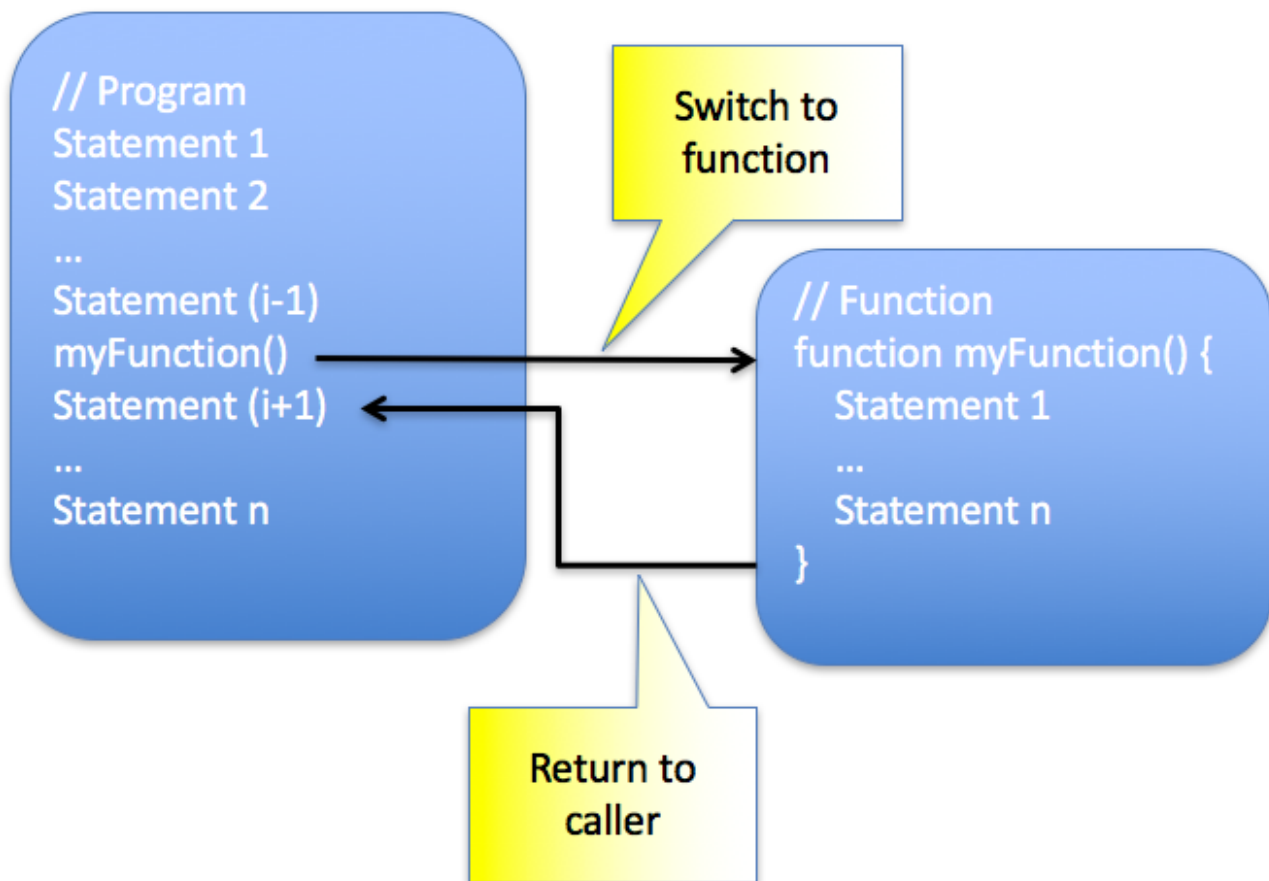
The first and third statements explicitly display messages in the console. The second line makes a *call* to the function `sayHello()`. You can call a function by writing the name of the function followed by a pair of parentheses.

```
// ...  
myFunction(); // Call myFunction  
// ...
```



Calling a function triggers the execution of actions listed therein (the code in its *body*). After it's done, execution resumes at the place where the call was

made.



Usefulness of Functions

A complex problem is generally more manageable when broken down into simpler subproblems. Computer programs are no exception to this rule.

Written as a combination of several short and focused functions, a program will be easier to understand and to update than a monolithic one. As an added bonus, some functions could be reused in other programs!

Creating functions can also be a solution to the problem of [code duplication](#); instead of being duplicated in several places, a piece of code can be centralized in a function and called from anywhere when needed.