

Exercise 3a - Functions and arguments



Beskrivning

Functions are reusable code that will make your program become more efficient and readable. A function is created by the following syntax:

```
type name ( parameter1, parameter2, ...) { statements }
```

The below function will take one argument and return the doubled value as return value.

```
int dubblare(int value)
{
    return value*2;
}
```

The below example will illustrate how we use the above function and print out the value.

```
int main()
{
    std::cout << dubblare(2);
    return 0;
}
```

The above example will print out value 4 to the console

Exercise 3a

- Create a function that will take an argument of type *string*
- Name the function to *print* and have return value as *void*
- Print out the string in the function
- In the main function call the print function with the argument "Hello world!"
- Add the function prototype after the `#include <iostream>` in the code, prototype shall be as: `"void print(std::string text);"`

Information

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Den här uppgiften är obligatorisk