



MISSION READY

DARE TO **DEVELOP**

Functions

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Journey so far

So far, we've looked at:

- Variables
- Comparison and Logical operators
- Conditionals
- Loops
- Data Types
- Objects
- Arrays



What are Functions?

- A function is a type of object and is a **block** of **organized** code that is used to perform a task.
 - We “call” or “invoke” a function at any point in our program if we require to run it.
 - A function can be called by other code, by itself, or by a variable that refers to the function.
- Functions are generally used to **perform some action**.
 - E. g: Sending an email when a user clicks on a button. We define the code for sending the email in our function, but we only call the function when the button is pressed.



Functions

- A function is a block of organized, reusable lines of code that is used to perform a single, related action.
- A function definition (also called a function declaration, or function statement) consists of the **function keyword**, followed by:
 - The **name** of the function.
 - A **list of parameters** to the function, enclosed in parentheses and separated by commas.
 - The JavaScript **statements** that define the function, enclosed in curly brackets { . . . } .

```
function double(num) {  
    return num * 2;  
}
```



Function syntax

- Let's look at how we write functions in our code

Function declaration

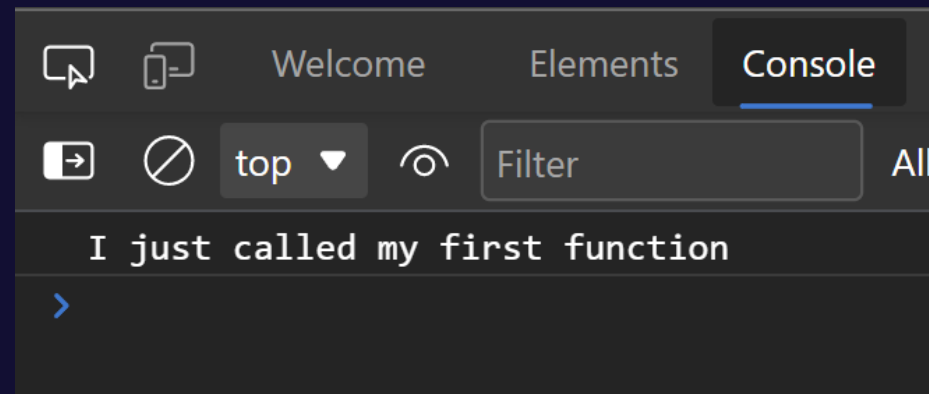
```
function myFirstFunction() {  
    console.log('I just called my first function');  
}
```



Function calls

```
function myFirstFunction() {  
    console.log('I just called my first function');  
}  
myFirstFunction(); // This is a function call
```

- To call a function we simply specify its **name** and then open and close the parentheses().



Function parameters

- When creating a function, you can define a set of *optional parameters* that it can take.
 - These parameters will be defined in the parentheses that we've previously left empty.



Function parameters

```
function funcWithParams(num1, num2) {  
    console.log(num1 + num2)  
}  
  
funcWithParams(3, 4);
```

- In this example, we are allowing our function to take two **parameters** **num1** and **num2**
 - Separate each parameter with a comma (you can have as many as you'd like!)
- When we call our function, we can define what we want the values of our parameters to be, in this example **num1 = 3** and **num2 = 4**



Parameters = Placeholder value.
Arguments = Actual value.



Exercise 1

- Create a **function** that takes in two strings as parameters and logs them to the console.
- Share a screenshot when you're done.



Exercise 2

- Create a **function** that takes in two strings as parameters, combines the two strings and logs the result to the console.
- Share a screenshot when you're done.
 - Feel free to use google to help you out.



return statement

- A **return** statement is the value that is given back by the function to whoever called it.
- Let's look at the previous example.



return statement continued...

- In this example we saw the result of `num1 + num2` in the console because we told the function to log that result to the console.

```
function funcWithParams(num1, num2) {  
    console.log(num1 + num2)  
}  
funcWithParams(3, 4);
```

- If we decided to change the `console.log` to a `return` statement, now we can store the value of that result to be used later.

```
function funcWithParams(num1, num2) {  
    return (num1 + num2);  
}  
funcWithParams(3, 4);
```



return statement continued...

- Changing our function to this produces no visual output in the console. That's because we never logged anything to the console.
 - We can think of the function call as being the value of the return statement.
 - To prove that, we can console.log the function call itself which should show us the result in the console.

```
function funcWithParams(num1, num2) {  
    return (num1 + num2);  
}  
  
funcWithParams(3, 4);
```

```
function funcWithParams(num1, num2) {  
    return (num1 + num2);  
}  
  
console.log(funcWithParams(3, 4));
```



return statement continued...

- We can also store the function call into a variable that we can use later

```
let funcAnswer = funcWithParams(3, 4);

if (funcAnswer === 7) {
  console.log('the answer is right');
} else {
  console.log('the answer is wrong');
}
```

- We can also store the function itself into a variable that we can use later

```
// function expression
const funcWithParamsExpression = function (num1, num2) {
  return num1 + num2;
};
```

This is an anonymous function



return statement continued...

- Note: the **return statement** acts like a “**break**” for that function. So any code after that **return statement** won't be read.

```
function funcWithParams(num1, num2) {  
    return (num1 + num2);  
    console.log(num1 + num2);  
}
```

- In this example, the console log comes after the **return statement** and would never be executed.



Exercise 3

- Create a `function` that takes in a string and returns *false* if the string is *empty* and *true* if it is not.

(Hint: an empty string always `=== false`).

- After the result is returned, `console.log` the result to the browser.



Functions in Objects

- A JavaScript function can be a value in an object.

```
const person = {  
  firstName: "John",  
  lastName: "Doe",  
  greeting: function (name) {  
    console.log(`Hi ${name}, weather is good.`);  
  },  
};
```

- When functions are stored as object properties, they are called **methods**.
- You access an object method with the following syntax:

```
objectName.methodName(argument);  
person.greeting("Rob");
```



Exercise 4

1. Write a function called `halfNumber` that will take one argument (a number), divide it by 2, and return the result.
 - Assign the return value of the function to a variable called `halvedNumber`.
 - Print out a log like "Half of 5 is 2.5." using the variable
2. Write a function called `timeInSeconds` that takes in an integer *minutes* as a parameter and returns seconds.
[Hint: You might need to convert the string output from the prompt to an integer]
 - Prompt the user to enter minutes.
 - Call the function and alert the output.





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Thank you

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