

# RED & WHITE<sup>®</sup>

Multimedia Education

*Shaping "skills" for "scaling" higher...!!!*

# WELCOME, PROGRAMMERS



01.

What is Function?

# WHAT IS FUNCTION?



# FUNCTION

A **function** is a self-contained **block of code** that **performs a specific task**.

Functions **provide a way** to modularize code, making it more **readable, maintainable, and reusable**.



02.

What are Types of Functions?

# WHAT ARE TYPES OF FUNCTIONS?



# TYPES OF FUNCTIONS

There are mainly **two types** of **functions** available in C language:

## Built-in Functions

### Examples:

printf(), scanf(),  
gets(), puts()

## User Defined Functions (UDF)

### Examples:

red(), white(),  
rahul(), bob()



Let's see the **syntax** of creating a **UDF**...

# Syntax of an UDF

```
return_type function_name(parameters)
{
    // Function body (code)
    return value; // Return statement (optional)
}
```



# TYPES OF UDF

**TNRN**

Take Nothing,  
Return Nothing

**TNRS**

Take Nothing,  
Return Something

**TSRN**

Take Something,  
Return Nothing

**TSRS**

Take Something,  
Return Something





Let's see **each type** in detail...

01

TNRN

Take Nothing,  
Return Nothing

# Example of TNRN

```
return_type function_name(parameters)
{
    // Function body (code)
    return value; // Return statement (optional)
}
```

Example

```
void get_quote()
{
    printf("Nothing is impossible.");
}
```

# Use of TNRN function

```
#include<stdio.h>
```

```
// Function Definition
```

```
void get_quote()  
{  
    printf("Nothing is impossible.");  
}
```

```
void main()  
{  
    get_quote(); // Function Calling  
}
```

Finds the  
function

Replace the output  
from function body

```
// Output:  
Nothing is impossible.
```



02

## TSRN

Take Something,  
Return Nothing

# Example of TSRN

```
return_type function_name(parameters)
{
    // Function body (code)
    return value; // Return statement (optional)
}
```

Example

```
void addition(int a, int b)
{
    printf("Addition is %d", a+b);
}
```

# Use of TSRN function

```
#include<stdio.h>
```

Passed in  
Parameters

```
void addition(int a, int b)
```

```
{  
    printf("Addition is %d", a+b);  
}
```

```
void main()  
{
```

Replace the output  
from function body

```
    addition(5, 3); // Function Calling  
}
```

Arguments  
Passing

```
// Output:  
Addition is 8
```





# LANGUAGE

Let's start now...

