

Part II: Modularizing Your Scripts

A) Identify Reusable Code

When I looked at my JavaScript, I found some parts that repeat or do a single task. These are showing a welcome message, calculating calories from protein, carbs, and fats, and giving a random motivational quote. These can be made into functions so I can use them on different pages without copying code.

B) Plan Your Functions

Here's what I plan to turn into functions:

1. `showGreeting()` – shows a welcome message on the main page. No parameters, no return value.
2. `calculateCalories` – calculates total calories from protein, carbs, and fats. Has three parameters and returns the total calories.
3. `getRandomQuote()` – picks a random motivational quote. No parameters, returns a quote as text.

I might also make new functions later, like checking user input for the meal tracker or updating the page with new entries, to make the site easier to use.

C) Document Your Plan

I made these into functions to make my code easier to read and fix - using functions also stops me from repeating the same code and makes it easier to add new features later. Each function does one job, can take parameters, and sometimes gives a result back. This keeps the code organized and easier to work with.