

## 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.