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# JavaScript

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## Functions

# Functions

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A block of code designed to perform a particular task.

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A block of code designed to perform a particular task.

And is executed when "something" invokes it (calls it).

# Function Example

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```
function myFunction(p1, p2) {  
  return p1 * p2; // the function returns the product of p1 and p2  
}
```

# Function Syntax

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Defined with the function keyword

# Function Syntax

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Defined with the function keyword,  
followed by a name

# Function Syntax

---

Defined with the function keyword,  
followed by a name,  
followed by parentheses ().

# Function Syntax

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The parentheses may include a list of parameter names:

(parameter1, parameter2, .....)



# Function Syntax

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The code to be executed by the function is placed inside curly brackets: {}

# Function Syntax

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```
function functionName(parameters) {  
    code to be executed  
}
```

# Invoking a Function

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- When an event occurs (when a user clicks a button)

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- When an event occurs (when a user clicks a button)
- When it is invoked (called) from JavaScript code
- Automatically (self invoked)

# Function Parameters and Arguments

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You can pass values to functions.

These values are called arguments or parameters.

# Function Parameters and Arguments

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Multiple parameters are separated by commas:

```
function myFunction(parameter1, parameter2) {  
    code to be executed  
}
```

# Function Parameters and Arguments

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The parameters and the arguments must be in the same order:

```
var x = myFunction(argument1, argument2);
```



# Function Parameters and Arguments

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Inside the function, the arguments can be used as local variables. (More on this in a moment.)

# The Return Statement

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The function stops executing when a return statement is reached.

# The Return Statement

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If invoked from a statement, the code will continue after the function returns.

# The Return Statement

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Functions often compute a return value. The return value is "returned" back to the "caller":

*//Calculate the product of two numbers, and return the result:*

*var x = myFunction(4, 3); // Function is called, return value will end up in x*

*function myFunction(a, b) {*

*return a \* b;       // Function returns the product of a and b*

*}*

*//The result in x will be:*

*//12*

# Why Functions?

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Reusable code. (Write once, use many times.)

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Reusable code. (Write once, use many times.)

Use the same code with different arguments to get different results.

# Why Functions?

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```
function toCelsius(fahrenheit) {  
  return (5/9) * (fahrenheit-32);  
}
```

# Local JavaScript Variables

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A variable declared (using var) within a JavaScript function becomes **LOCAL** to the function.



# Local JavaScript Variables

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The variable gets a **local scope**: It can only be accessed from within that function.

# Local JavaScript Variables

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Variables can have the same name in different functions.

# Local JavaScript Variables

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Parameters work as local variables in functions.

# Local JavaScript Variables

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Local variables are created when a function starts.

# Local JavaScript Variables

---

Local variables are created when a function starts.

And deleted when a function ends.

# Global JavaScript Variables

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Variables declared outside of a function become global variables.

# Global JavaScript Variables

---

Variables declared outside of a function become global variables.

The variable gets a **global scope**: All scripts and functions on the web page can access it.

# Assigning Undeclared Variables

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Assign values to variables that have not yet been declared, will automatically be declared as a **GLOBAL** variable.



# Assigning Undeclared Variables

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```
carName = "Volvo";
```

This will declare the variable `carName` as a global variable, even if it is executed inside a function.

# Conclusion

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Functions are used for holding blocks of logic.

Great for reusing code.

Variables are local inside of functions.

Functions accept parameters (arguments).