

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

```
// Function prototype
```

```
<return type> functionName(<type>);
```

```
int main(void) {
```

```
    // Call function if return is non-void
```

```
    <type> variableName = functionName(<variable to pass>);
```

```
    // Call function if return is void
```

```
    functionName(<variable to pass>);
```

```
    return 0;
```

```
}
```

```
// Function implementation
```

```
<return type> functionName(<type> <input parameter name>) {
```

```
    return <variable with same type as <return type>;
```

```
}
```