
```
double  multiplyTwo(int var, bool flag)  {
```

return or *output parameter* type

function name

input parameters identifiers and types

body of the function

```
  double product = 0;
    if (flag) {
      product = 2.0 * var;
    } else {
      product = var;
    }
    return product;
}
```

```
// This program prints a pattern of stars using two functions
#include <stdio.h>
// Function prototypes
void printPattern(int numOfRows);
void printStars(int numOfStars);

int main(void) {
  int lines;
  printf("Enter the number of lines in the pattern: ");
  scanf("%d", &lines);
  printPattern(lines);
  return 0;
}

void printStars(int numOfStars) {
  for (int star = 1; star <= numOfStars; star++) {
    printf("%c", '*');
  }
  printf("\n");  // print an endline to start a new line
}

void printPattern(int numOfRows) {
  for (int row = 1; row <= numOfRows; row++) {
    printStars(row);
  }
}
```

① *return* or *output parameter* type

② function *name*

③ *type* of *input* paramter

④ *input* paramter

⑤ body of the function

```
① ② ③ ④
void printStars(int numOfStars) {
  for (int star = 1; star <= numOfStars; star++) {
    printf("%c", '*');
  }

  printf("\n");  // to start a newline
}
```

```
void printPattern(int numOfRows) {

  for (int row = 1; row <= numOfRows; row++) {
    printStars(row);
  }

}
```

Call `printStars`

Pass `row` **value** to `numOfStars` in `printStars` function

Function Prototype

```
void printStars(int numOfStars);
```

Also a Function Prototype

```
void printStars(int);
```

not required