A function is a block of code that is designed for reusability. Information can be passed through this block of code and have information returned by it. There are built in function that a lot of programs languages have. An example of a built-in function is sqrt(x) that will return the square root. I have also given an example of a coin flip function in R. If you notice this can make it easier to run the program to flip the coin 100 times. Imagine having to re write a portion of the code every time you want to flip the coin. You can simply use coinflip() command. This is what make a function so easy to reuse.

coinFlip <- function(){

coin <- c("Heads", "Tails")

flip <- sample(coin,size= 100, replace = TRUE)

print(flip)

}

coinFlip()