

Function

A function is a set of block of organized, reusable code that is used to perform a single, related action.

Advantage

- 1) It increase the module approach to solve the problems.
- 2) It enhances the re-usability of the program.
- 3) It optimize the code.
- 4) It make a debugging easier.
- 5) It make development easy.

Defining a function

A function can be defined by providing the name of the function with the appropriate parameter and return type.

A function contains a set of ~~body~~ statements which are called function body.

```
return-type func_name (parameter-list) {  
    // statement  
    return value;  
}
```

1. **[return-type]** = It can be any data type such as void, integer, float, etc. The return type must be matched with the returned value of the function.

2. **[function-name]** = It should be an appropriate and valid identifier.

3. **[Parameter-list]** = It denotes the list of the parameter, which is necessary when we call the function.

4. **[return value]** = A function returns a value after completing its execution.

Calling a function

After creating a function, we can call ~~or~~ the defined function inside anywhere in the main() function body.