Functional Programming

Motivation: keep data separate from functions .

Pure functions

* The function should always return the same output for a given output

* The function should not modify anything outside of itself. (No side effects)

1. No side effects.

Example of a function with side effects

const obj = { name: 'Simran', language: 'JavaScript'}

function modifyName (objInput)

S objInput.name = 'John';

modify Name (obj) console.log(obj)

≥ Ename: 'John', language: 'JavaScript'}

Since this function is modifying something outside of itself (obj) it produces side effects and hence is mot a pure function

I magine multiple functions modifying this obj, it can get really hard to keep track of current value of obj and who modified it.

@ Code With Simran

```
Let's change the same example to have no side
effects.
 function modify Name (obj I nput)
 ٤
      Let obj Temp = Object assign ( & ), obj Input)
      orbj Temp. name = 'John'
       return obj Temp,
  3
  we now created a local copy inside modify Name
   and modified that instead. So obj outside
   does not change.
 2. Return same output for same input
    function all Num (num1, num2)
          return num 1+ num 2
     alMum (8,2)
                                  @codeWithSimman
     If you non this function a 100 times, it's always
     going to return 8+2 -> 10. That means given
     the same input it always returns the same
     output
```

Well, it makes our code more predictable right?

Why is that important?

So, are side effects bad? I mean at some point a function will have to interact with the browser, manipulate the DOM etc acodewithsimman

To write some meaningful code we will end up having sicle effects, but can minimize them and organise our code well enough so that it's predictable and we know what is happening where.