Skeleton of a Function

```
<return type> <function name> (<var type> <var name> …);

int main () {
    // code here
    return 0;
}

<return type> <function name> (<var type> <var name> …) {
    // code specific to the function
    return <same type as return specified in declaration>;
}
```

Example 1: Single Argument

```
int ageOfPerson (int birthYear) {
    int age = 2017 - birthYear;
    return age;
}
```

Example 2: Multiple Arguments

```
int ageOfPerson (int birthYear, int currentYear) {
    int age = currentYear - birthYear;
    return age;
}
```

Example 3: Void Return

```
void printAge (int age) {
    printf ("The age of the person is %d\n", age);
}
```

Example Main Function:

```
int main () {
    int age = 0;
    age = ageOfPerson(1996, 2017);      // from example 2
    printAge(age);                      // from example 3
}
```