Unit - 4

Types of Function

- . There can be 4 different types of user-defined functions, they are:
 - 1) Function with no return and no argument
 - 2) Function with no return but arguments
 - 3) Function with return but no argument
 - 4) Function with return and arguments

- Function with argument and No Return value:
- Function with no return no argument, neither returns a value nor accepts any argument.
- In this method, We won't pass any arguments to the function while defining, declaring, or calling the function.
- This type of functions in C will not return any value when we call the function from main() or any sub-function.
- Note: You must add void as function return type for this type of function.

Syntax:

```
void function_name()
{
   // Function body
```

- Function with argument and No Return value:
- This method allows us to pass the arguments to the function while calling the function. But,
- This type of function will not return any value when we call the function from main () or any subfunction.
- It does not return a value but accepts arguments as input.
- For this type of function you must define function return type as void.

Syntax:

```
void function_name(type arg1, type arg2, ...)
{
   // Function body
```

- Function with no argument and with Return value:
- It returns a value but does not accept any argument.
- The Data Type of the return value will depend upon the return type of function declaration. For instance, if the return type is int then return value will be int.

Syntax:

```
return_type function_name()
{
    // Function body
    return some_value;
}
```

Note: return type and some value must be declared with same type.

- Function with argument and Return value:
- This method allows us to pass the arguments to the function while calling the function.
- This type of function will return some value when we call the function from main () or any subfunction.
- Data Type of the return value will depend upon the return type of function declaration.

Syntax:

```
return_type function_name(type arg1, type arg2, ...)
{
   // Function body
   return some_variable;
```