

Function

Positional Arguments:

```
void main() {
    var name = "ME";
    int age = 12;
    bool isWhat = false;
    String gender = "Male";

    /* POSITIONAL ARGUMENTS
     * in a positional arguments need to think about the position of parameters and arguments
     * Follow the parameter position strictly.
     */
    fun1(name, age, isWhat, gender); // positional arguments
    fun2(name, isWhat, gender); // positional arguments
}

// user needs to pass every parameter
void fun1(String name, int age, bool isEmpty, String gender) {
    print(name);
}

// if a user doesn't need to pass every parameter then then missing one at the last position
void fun2(String name, bool isEmpty, String gender, [int? age]) {
    print(name);
}
```

Named Arguments:

```
void main() {
    var name = "ME";
    int age = 12;
    bool isWhat = false;
    String gender = "Male";

    /* NAMED ARGUMENTS
     * in a named arguments no need to think about the position of parameters and arguments
     */
    fun1(name:name, age:age, isEmpty:isWhat, gender:gender); //named arguments
    fun2(name:name, age:null, isEmpty:isWhat, gender:gender); //names arguments
}

//user need to pass every parameter
void fun1({required String name, required int age, required bool isEmpty, required String gender}){
    print(name);
}

//if a user don't need to pass every parameter
void fun2({required String name, int? age, required bool isEmpty, required String gender}){
    print(name);
}
```

Function Returns

Positional returns:

```
void main() {  
  
    var(age1, name1, isWhat1) = fun1();  
    print(age1);  
    print(name1);  
    print(isWhat1);  
  
    var(age2, name2, isWhat2) = fun2();  
    print(age2);  
    print(name2);  
    print(isWhat2);  
  
}  
  
/*  
 * In positional return pass each return types sequentially  
 */  
(int, String, bool) fun1(){  
    return (12, "ME", true);  
}  
  
/*  
 * If the user not bounded to pass a return type  
 */  
(int?, String, bool) fun2(){  
    return (null, "ME", true);  
}
```

Named Returns:

```
void main() {

    var person1 = fun1();
    print(person1.age1);
    print(person1.name1);
    print(person1.isWhat1);

    print("\n");

    var person2 = fun2();
    print(person2.age2);
    print(person2.name2);
    print(person2.age2);

}

/*
 * In named return pass each return types no need to sequentially
 */
({int age1, String name1, bool isWhat1}) fun1(){
    return (age1:12, name1:"ME", isWhat1:true);
}

/*
 * If the user not bounded to pass a return type
 */
({int? age2, String name2, bool isWhat2}) fun2(){
    return (age2:null, name2:"WHO", isWhat2:false);
}
```