

Day 11 - JS Function

Functions

A function is an object containing a subroutine that defines a sequence of lines of code, packaged as a unit.

1. Reuseable / dipakai berulang kali
2. Consistent / jika ada perubahan semua akan ikut berubah

Functions

```
// definition  
var greeter = function () {  
    console.log( "Hello, nice to meet you." )  
}
```

```
greeter()
```

Functions Return Value

```
var greeter = function () {  
    return 'Hello'  
}
```

```
var greeting = greeter()  
console.log(greeting + ", nice to meet you.")  
console.log(greeter() + ", nice to meet you.")
```

Functions Return Value

```
var greeter = function () {  
    return 'Hello'  
}
```

```
// saving the return value  
var greeting = greeter()
```

```
// using the return value to compose expressions  
console.log(greeting + ", nice to meet you.")
```

```
// what's the difference here?  
console.log(greeter() + ", nice to meet you.")
```

Functions as Variable

```
var saying_generator = function () {  
    var phrase = "Heeey, " + "it's the " + " Fonz."  
    return phrase  
}
```

```
var saying = saying_generator()
```

```
console.log(saying)
```

Functions as Variable

```
var broken_saying_generator = function () {  
    var phrase = "Heeey, " + "it's the " + " Fonz."  
    phrase  
}
```

```
// What about now?
```

```
var broken_saying = broken_saying_generator()
```

```
console.log(broken_saying)
```

Functions Arguments

```
var inspector = function () {  
    console.log(arguments)  
}
```

```
inspector(3)  
inspector(3 + 7)  
inspector(3, 7)  
inspector("hello")  
inspector("hello" + " " + "how are you")  
inspector("hello", "how are you")
```


Functions Parameters

```
var value_logger = function (value) {  
    console.log(value)  
}
```

```
value_logger("Howdy ho, neighborino!")  
value_logger(3 + 7)
```

```
// where's the seven?  
value_logger(3, 7)
```

Functions Parameters

```
var doubler = function (num) {  
  return num * 2  
}
```

```
// is it ten?  
var should_be_ten = doubler(5)  
console.log(should_be_ten)
```

Functions Parameters

```
var double_value_logger = function (value1, value2)
{
    console.log(value1 + " " + value2)
}
```

```
double_value_logger("hello", "how are you")
// what is value2?
double_value_logger("hello")
```

Functions Parameters

```
var add = function(num1, num2) {  
    return num1 + num2  
}
```

```
var sum = add(7, 12)  
Console.log(sum)
```

Exercise: Constructing sentences

1. Write a function called `string_printer`, that takes a string as an argument and uses `£` to place it into a specific `<div>` on the web page. Call it multiple times with different strings from the console.
2. Does `string_printer` use a side effect or a return value?
3. Write a function called `funny_sentence` that takes a noun, an adjective, a verb, and an adverb **as** inputs, and constructs a string of html text and uses `$('#output').append()` to place it on the page.
4. Put each word argument you pass in into spans that have css rules that styles them differently to make them stand out.
5. Invoke `funny_sentence` 5 times from within a `<script>` tag and see the result on the page.
6. Extra Credit: Create a version of `funny_sentence` that takes no inputs, but rather constructs a funny sentence on its own from randomly chosen words

Exercise

Create function to generate all data into your profile page