



JavaScript Tutorials-Functions

Functions

If you have done the Rock Paper Scissors tutorial or have experience with any other programming language then you should be familiar with functions. If not, a function is a section of code that is used to perform a specific task. It is then performed when it is called.

```
<script>
  function myFunction(number1, number2) {
    return number1 * number2; }
</script>
```

If we were to simply implement this code, what do you think will happen? If you said nothing then you'd be correct. This is because we have not called the function. We can do so, like so:

A screenshot of a web editor interface. The top bar has tabs for 'File', 'Add library', 'Share', 'HTML', 'CSS', 'JavaScript', 'Console', and 'Output'. The 'HTML' tab is selected, showing a code editor with the following HTML code:

```
<!DOCTYPE html>
<html>
<head>
  <meta charset="utf-8">
  <title>FUNCTIONS</title>
</head>
<body>
<script>
  function myFunction(number1,
number2) {
    return number1 * number2; }
  console.log(myFunction(10, 10));
```

The 'Console' tab is also visible, showing the output '100'. A 'Clear' button is located next to the console output.

Here, we are simply displaying the value in the console using “`console.log()`”;. The value displayed is the one returned from within the function. When we called the function, instead of putting (number1, number2), this is because, as you can probably tell, these are the values that we pass into the function when called. It is important to make sure that the arguments, in this case the numbers, you pass into the function match what is defined in the function. Otherwise errors can occur. It is possible for the user to input the values to be passed into the function.

Functions are useful as they can be used to carry out a simple block of code over and over again. This will save you from typing out that block of code numerous times, instead you can call a function to carry out that block of code.