Functions

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You must know two very important things about functions

① Functions Return to Where They were Called From!

② Functions Become What They Return

② arguably more IMPortant

Consider this code snippet

```
String str = "Hello World";
str = str.Substr(Str.length()-2, 2) //What is str's value?
```

Lets look at the Parts!

```
str.Substr(Str.length()-2, 2)
```

Substr(int, int) → returns a string

length() → returns an int

C++ resolves "right" to "left", "inside" to "outside".
like math, Code has a sort of order of operations.
A function will resolve prior to arithmetic at the same "height" and prior to functions at a higer tier

Another look at the basic forms of functions

```
type name(/* arguments go here */); // function prototype

type name(/* arguments go here */){ /* Body */ } // function definition
```

```
name (/* arguments go here */); // function call
```