Functions

A function is a group of lines of code, or even a single line of code, that has a name, and optionally a return value and arguments. Functions are used for giving contextual meanings to code that are related to each other which perform a specific task. For instance, a Person object might have a function called "run" that performs the running task for that particular person object.

Further reading:

- functions - dart.dev
- the main function - dart.dev
- anonymous functions - dart.dev
- Dart Programming - Functions - Tutorialspoint
- Dart function - working with functions in Dart - ZetCode

Examples

```
1  /*
2  here is an example of a person class with an empty
3  function called run, that returns no values (denoted
4  by the void result type) and takes in an argument
5  of type double that denotes the speed in kilometers
6  by which the given person should run when this
7  function is invoked
8  */
9  class Person {
10    void run(double speedInKilometers) {
11      // perform the running task here
12    }
13  }
```