

Components of a new function

Datatype FUNCTION FunctionName(&/empty Datatype 2 NewNameparameter) { }

Return(Empty/Variable or value)

Calling:

FunctionName(Parameter/EMPTY)

Data type: void/int/char etc

- Do you need to return a single value/char etc? Return(sum)
- Not returning anything → Usually due to printing or pass by reference

&/Empty:

- &: If pass by reference so if original passed values needs to be changed
- Empty: if pass by value → if passed values doesn't need to be changed.

Datatype2:

- **For c you must data data type of what has been passed**

Parameter:

- These are the variables passed by they need a new name.

Return(empty/variable or value):

- Empty → if not returning anything only for → Only: printing/Pass by reference
- Variable/Value → If something needs to be returned → May be: pass by reference or value

FunctionName(Parameter/Empty)

- Empty → Usually if nothing is passed eg: returning a single value or printing
- Parameter → Usually pass by reference/value

- **Note: Size of 100 =**

Components of array function

Pass by full array (needs to be created in main to pass by obviously):

```
DataType FUNCTION FunctionName(DataType2 Array[], int size)
```

Calling:

```
FunctionName(Array, size)
```

DataType:

- Generally void but may be others but if it is others it is not because of array.

Datatype2:

- For c: Must state the data type of array eg: int float etc

Int size:

- The size of must be an integer!!!!

Array:

- **No square brackets needed this is array name you declared previously**
- **Size: must be in integer it is the size of array → elements if size-1 (0,1,2) if array[3]**

Components of array function with single element

```
void MyFunc(int NewNameArray)
```

MyFunc(Array[0]);

Note: obviously this array is declare before we pass)

- **No size just put in array element and then in the function new**