

Anatomy of a function

Receive zero or more pieces of data (actual parameters)
Operate on the data
Potentially have a side effect
Return zero or **one** piece of data (return value)

The type of the value
the function will return

The name of
the function

The list of Formal Parameters

```
float myFunction(int x, float y, char z){  
    float val;  
    val = x * y - z;  
    return val;  
}
```

This is effectively:
declaring new variables (only visible in the function)
assigning those variables whatever VALUES were passed
to the function

The value returned by the function
(the result of evaluating the function)

Anatomy of a function

- User Defined Functions - example

