

Functions

function signature

```
int  
getY(void)
```

```
{
```

```
int m = 5;  
int x = 9;  
int b = -3;  
return m * x + b;
```

```
}
```

function body

Function body is evaluated when function is called.

formal parameters

```
int  
isEven(int n)  
{  
    return n % 2 == 0;  
}
```

```
x = isEven(y);  
process(isEven(q+r), s);  
a = isEven(isEven(b));
```

Number of arguments must match number of parameters.

getMove function

printBoard function

createBoard function

Changing a value inside a function does not change it outside the function.

a = variable

*a = variable that holds memory address of a
(pointer)

&a = memory address of a

change2 function