

JavaScript - Functions

For this tutorial, make sure you know what variables are.

Make a basic page with some script tags.

```
<code><html>
<head>
<title></title>

<script>
</script>
```

Let's declare a function. Functions are mini-scripts.

```
<script>
<code>
function
</code>
</script>
```

The word **function** tells the browser we're declaring a function.

Give the function a name.

```
<script>

function <code>cube()</code>

</script>
```

cube is the name of my function. By the way, JavaScript is case-sensitive, so a function called Cube is not the same as cube.

Make sure you include the parenthesis at the end of your function name. I'll tell you what they do later.

Add some curly brackets.

```
<script>

function cube()<code>
{
}
</code>
```

Our coding will go in between here.

Shove an alert inside your function.

```
<script>

function cube()
{<code>
  alert("Hello Vegeta");</code>
}
```

Functions don't do anything until you call them. We'll call our function with a link. Put a link in the body section.

```
<body>

<code><a href="">Click Here</a></code>

</body>
```

Now we link to the function.

```
<body>

<a href="<code>javascript: cube()</code>">Click Here</a>

</body>
```

Go ahead and click your link. It'll call the alert. Why? Here's why.

The word **javascript:** tells the browser we're linking to something to do with JavaScript.

cube() indicates we're linking to the function **cube()**. When this function is called (by clicking the link) the browser then does all the stuff inside those curly brackets we used when we declared our function.

Let's make our function calculate the volume of a cube. That's length times width times depth.

```
<script>

function cube(<code>l, w, d</code>)
{<code>
  volume = l * w * d;
  alert(volume);</code>
}
```

I'll explain this stuff soon.

Change your link slightly.

```
<body>

<a href="javascript: cube(<code>5, 6, 9</code>)">Click Here</a>

</body>
```

Click your link. Here's what happened.

```
<script>

function cube(<code>l, w, d</code>)
{<code>
  volume = l * w * d;
  alert(volume);</code>
}
```

We declared three variables in the parenthesis. They are l, w and d. Then we used those three variables to calculate the volume of a cube. Then we used the variable volume in the alert.

```
<body>

<a href="javascript: cube(<code>5, 6, 9</code>)">Click Here</a>

</body>
```

Then we set the values of the variables in the parenthesis in our link. l has the value 5, w had the value 6 and d has the value 9. The function used these values to calculate the cube. Try changing the numbers around and see what happens. Experimenting is the best way to learn programming.

