Function Points to Remember

❖ Algorithms are expressed using statements of a programming language

❖ Subroutines are small sections of code that are used to perform a particular task that can be used repeatedly

❖ A function is a unit of code that is often defined within a greater code structure

❖ A function contains a set of code that works on many kinds of inputs and produces a concrete output

❖ Definitions are distinct syntactic blocks

❖ Parameters are the variables in a function definition and arguments are the values which are passed to a function definition through the function definition.

❖ When you write the type annotations the parentheses are mandatory in the function definition

❖ An interface is a set of action that an object can do

❖ Interface just defines what an object can do, but won't actually do it

❖ Implementation carries out the instructions defined in the interface

❖ Pure functions are functions which will give exact result when the same arguments are passed

❖ The variables used inside the function may cause side effects though the functions which are not passed with any arguments. In such cases the function is called impure function