Figure 20-1: How a function works in a program.

- ✓ The computer still reads instructions in the source code from the top down in the main function. However, when the computer sees another function, such as jerk(), it temporarily sidesteps to run the instructions in that function. Then, it returns back to where it was.
- ✓ Keep in mind that not all functions are as simplistic as <code>jerk()</code>. Most of them contain many lines of code stuff that would be too complex and redundant to use all over the place in a program.

Prototyping Your Functions

Prototyping refers to the art of telling the compiler what's demanded of a function. It may seem like a silly thing to do, but it is in fact a good way to ensure that functions are used properly — plus it helps you keep track of your code. I know, it sounds a little like the compiler doesn't trust you. But you probably don't trust it much either, so the respect is mutual.

- Typing comes from the Latin word for "what you do on a keyboard."