

Any function can either return data or can be getting data from outside. If returns, it returns only one data at once and its data type should be declared before its name. If it gets data from outside, data types of all inputs and their variables should be declared.

Example 1

```
#include <iostream>
using namespace std;
float convert(float tempFer) {
    float tempCel;
    tempCel=((tempFer -32) * 5)/9;
    return tempCel;
}
int main () {
    float tempFer1,tempCel1;
    cout << "Please enter the temperature in Fahrenheit:";
    cin >> tempFer1;
    tempCel1=convert (tempFer1);
    cout << "\n Here is the temperature in Celsius:";
    cout << tempCel1;
    system ("pause");
    return 0;
}
```

The program has two functions, main and convert. Convert takes the input as float in Fahrenheit and converts to Celsius (in float). Note how the function is defined before the main and is called in the main to return its data.

Variables *tempFer* and *tempCel* are known as local variables as they are only known by the convert function. When the function returns data, the variables are no longer valid and can not be recalled by any other function including main.

Example 2:

Design a C++ program that will divide the two numbers entered by the user.

```
#include <iostream>
using namespace std;
float divide(float a, float b) {
    float w;
    if (b!=0) {
        w=a/b;
        return w;
    }
    else {
        cout<< "Make sure the second number entered is not equal to 0!";
    }
}
int main () {
    float q,x,y;
    cout <<" Enter the first number";
    cin >>x;
    cout <<" \n Enter the second number";
    cin >>y;
    q=divide(x,y);
    cout <<"\n The result is ";
    cout<<q;
    system ("pause");
}
```