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1 #include <stdio.h>
2 #include <cs50.h>
3
4 // small program to practice using a function
5 // this is one that simply prints a string that is passed
6 //
7 // declare the function ahead of time for the compiler
8 // this void means nothing is being returned
9 // this is called a prototype
10 void print_name(string name);
11
12 // this void because there are no arguments being passed in
13 int main(void)
14 {
15     // call a function called print_name - pass the value of s
16     string name_in = "Kirk";
17     print_name(name_in);
18     name_in = "Spock";
19     print_name(name_in);
20     printf("Enter a name please: ");
21     name_in = get_string();
22     print_name(name_in);
23     // this just sends a completion code back - used if this particular program
24     // is called from another, larger, program
25     return 0;
26 }
27 // void because it is simply taking input and not returning anything
28 //
29 void print_name(string name)
30 {
31     printf("Hello, %s\n", name);
32 }
```