

```
#include <stdio.h>
#include <cs50.h>
#
/* small program to practice using our own functions
// in this case - let's create a 2 functions
// one that simply prints a string that is passed
// the other to take an input, process, and return a value
*/
// declare the function ahead of time for the compiler
// this void means nothing is being returned
// this is called a prototype
void print_name(string name);

// this void because there are no arguments being passed in
int main(void)
{
    // call a function called print_name - pass the value of s
    string name_in = "Kirk";
    print_name(name_in);
    name_in = "Spock";
    print_name(name_in);
    printf("Enter a name please: ");
    name_in = GetString();
    print_name(name_in);
    // this just sends a completion code back - used if this particular program
    // is called from another, larger, program
    return 0;
}
// void because it is simply taking input and not returning anything
//
void print_name(string name)
{
    printf("Hello, %s\n", name);
}
|
```