

# Writing

# void - void

```
void hello() {  
    printf("Hello");  
}
```

# int - void

```
int gimme_three() {  
    return 3;  
}
```

# double - void

```
double gimme_pi() {  
    return 3.1415;  
}
```

# double - double, double

```
double add(double a, double b) {  
    return a+b;  
}
```