A. A simple function.

1. The function prototype.

    ```c
    void PrintHelloWorld(void);
    ```

2. The actual function that prints Hello World.

    ```c
    void PrintHelloWorld(void)
    {
        printf("Hello World\n");
    }
    ```

3. Now, call `PrintHelloWorld` from `main`.

    ```c
    int main()
    {
        PrintHelloWorld();
        return 0;
    }
    ```

B. A function that returns a value.

1. The function prototype.

    ```c
    double CelsiusToFahrenheit(double c);
    ```

2. The function that converts Celsius to Fahrenheit.

    ```c
    double CelsiusToFahrenheit(double c)
    {
        return (9.0 / 5.0 * c + 32);
    }
    ```

3. Now, call the function from `main`, adding $100 to an account, and print what is in the account.

    ```c
    int main()
    {
        printf("Converting 0 to Fahrenheit yields %f\n", CelsiusToFahrenheit(0)); /* This will give 32 */
        printf("Converting 100 to Fahrenheit yields %f\n", CelsiusToFahrenheit(100)); /* This will give you 212 */
        return 0;
    }
    ```

C. One last function, one that adds $1000 to a bank account.

1. The function prototype.

    ```c
    double AddMoney(double accountValue);
    ```

2. The function that adds the money.

    ```c
    double AddMoney(double accountValue)
    {
        return accountValue + 1000;
    }
    ```

3. Now, call the function from `main`.

    ```c
    int main()
    {
        double accountValue = 0;
        printf("The account has $%0.2f in it.\n", accountValue);
    /* Now, let's add some money.
    */
        accountValue = AddMoney(accountValue);
    /* The account has $1000 in it now. */
        printf("The account has $%0.2f in it.\n", accountValue);
    /* And again */
        accountValue = AddMoney(accountValue);
    /* The account has $2000 in it now. */
        printf("The account has $%0.2f in it.\n", accountValue);
    /* One last time */
        accountValue = AddMoney(accountValue);
    /* The account has $3000 in it now. */
        printf("The account has $%0.2f in it.\n", accountValue);
        return 0;
    }
    ```