

```
1 function swap(x,y) // this is where I define a function
2 {
3     document.write("X = " + x + ", Y = " + y + "<br />" );
4     var tmp=x;
5     x = y;
6     y = tmp;
7     document.write("X = " + x + ", Y = " + y + "<br />" );
8 }
9
10 function getMeARandomNumber()
11 {
12     // Should generate a random number between 1 and 100
13     var x = 100 * Math.random();
14     return x;
15 }
16
```