

1)

```
#include <stdio.h>
```

```
// Function to calculate sum of digits
```

```
int sumofDigits(int num) {
```

```
    int sum = 0;
```

```
    while (num != 0) {
```

```
        sum += num % 10;
```

```
        num /= 10;
```

```
    }
```

```
    return sum;
```

```
}
```

```
int main() {
```

```
    int num;
```

```
    printf("Enter a number:");
```

```
    scanf("%d", &num);
```

```
    printf("sum of digits: %d\n", sumofDigits(num));
```

```
    return 0;
```

```
}
```

2)

```
#include <stdio.h>
```

```
// Function to reverse a number
```

```
int reversenumber(int num) {
```

```
    int reversed = 0;
```

```
    while (num != 0) {
```

```
        reversed = reversed * 10 + num % 10;
```

```
        num /= 10;
```

```
    }
```

```
    return reversed;
```

```
}
```

```
int main() {
```

```
    int num;
```

```
    printf("Enter a number:");
```

```
    scanf("%d", &num);
```

```
    printf("Reversed number: %d\n", reversenumber(num));
```

```
    return 0;
```

```
}
```

3)

```
#include <stdio.h>
```

```
void swapnumbers(int *a, int *b) {
```

```
    *a = *a + *b;
```

```
    *b = *a - *b;
```

```
    *a = *a - *b;
```

```
}
```

```
int main() {
```

```
    int a = 10, b = 20;
```

```
    printf("Before swap: a = %d, b = %d\n", a, b);
```

```
    swapnumbers(&a, &b);
```

```
    printf("After swap: a = %d, b = %d\n", a, b);
```

```
    return 0;
```

```
}
```