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C Language Problem – 81

Instructions:

- 1. Do not discuss with any one while solving the problems
- 2. Do not use internet while solving the problems
- 3. Do not use books while solving the problems
- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
int add(int x, int y);
int main()
{
       int a,b,c;
        a = 10;
        b = 20;
        c = add(a,b);
        printf("%d",c);
int add(int x, int y)
{
        int z;
        z = x + y;
        return z;
}
```



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<u>C Language Problem – 82</u>

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```
#include <stdio.h>
int add(int x, int y);
int main()
{
        int a,b,c;
        a = 10;
        b = 20;
        c = 25;
        c = add(a,b);
        printf("%d",c);
}
int add(int x, int y)
        int z;
        z = x + y;
        return z;
}
```



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<u>C Language Problem – 83</u>

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```
#include <stdio.h>
int add(int x, int y);
int main()
{
        int a,b,c;
        a = 10;
        b = 20;
        c = 25;
        add(a,b);
        printf("%d",c);
}
int add(int x, int y)
{
        int z;
        z = x + y;
        return z;
}
```



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C Language Problem – 84

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- 5. Do the problems in an easy way.

```
#include <stdio.h>
int add(int x, int y);
int a,b,c;
int main()
{
        int a,b,c;
        a = 10;
        b = 20;
        c = 25;
        c = add(a,b);
        printf("%d",c);
}
int add(int a, int b)
        int c;
        c = a + b;
        return b;
}
```



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<u>C Language Problem – 85</u>

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C Language Problem – 86

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- 3. Do not use books while solving the problems
- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
int add(int x, int y);
int a,b,c;
int main()
{
       int a,b,c;
        a = 10;
        b = 20;
        c = 25;
       add(a,b);
        printf("%d",c);
}
int add(int a, int b)
       c = a + b;
        return b;
}
```



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<u>C Language Problem – 87</u>

Instructions:

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- 2. Do not use internet while solving the problems
- 3. Do not use books while solving the problems
- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
int add(int x, int y);
int a,b,c;
int main()
{
        int a,b,c;
        a = 10;
        b = 20;
        c = b - a;
        add(a,b);
        printf("%d",c);
int add(int a, int b)
{
        c = a + b;
        return b;
}
```



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C Language Problem – 88

Instructions:

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- 3. Do not use books while solving the problems
- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
void add(void);
int a,b,c;
int main()
{
       a = 10;
       b = 20;
       add();
       printf("%d",c);
void add(void)
{
       c = a + b;
}
```



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C Language Problem – 89

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- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
void add(void);
int a,b,c;
int main()
{
       a = 10;
       b = 20;
       add();
       c = a+b;
       printf("%d",c);
}
void add(void)
       int a,b;
       a = 45;
       b = 15;
       c = a + b;
}
```



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C Language Problem – 90

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- 4. Do not try to copy from others
- 5. Do the problems in an easy way.

```
#include <stdio.h>
void add(void);
int a,b,c;
int main()
{
       a = 10;
       b = 20;
       add();
       c = a+b;
       printf("%d",c);
void add(void)
{
       a = 45;
       b = 15;
       c = a + b;
}
```