Functions – Practice Problems

What are 4 ways to declare user defined function?

Function with no arguments and no return value

```
int main(void)
void displayFixedText()
                                  displayFixedText();
printf("=======\n");
                                  displayFixedText();
                                  return 0;
```

Function with no arguments and a return value

```
int a[5]=\{1, 2, 3, 4, 5\};
                                             int main(void)
int n=3; // what is the scope of n?
                                               if (find())
                                                 printf("value found");
int find()
                                               else
       int i; // scope of i?
                                                 printf("value not found");
       for (i=0; i<5; i++)
                                               return 0;
               if (n == a[i]) return 1;
       return 0;
```

Function with arguments and no return value

```
int a[5]=\{1, 2, 3, 4, 5\};
                                            int main(void)
void find(int n) // what is the scope
of n?
                                              find(3);
       int i;
                                               return 0;
       for (i=0; i<5; i++)
         if (n == a[i]) {
                 printf("Value found");
                 return;
         printf("value not found");
```

Function with arguments and a return value

```
int main(void)
int a[5]=\{1, 2, 3, 4, 5\};
int find(int n)
                                            if (find(3))
       int i;
       for (i=0; i<5; i++)
                                               printf("value found");
              if (n == a[i]) return 1;
                                            else
                                               printf("value not found");
       return 0;
                                            return 0;
```

- Write a function to print_even_numbers to print even numbers between the given two numbers.
 Answer these questions:
 - Does your function have any arguments passed?
 - Does your function have any return value?

Problem 1 Solution

```
void print_even_numbers(int n1, int n2)
{
    int i;
    for(i=n1%2 ? n1+1 : n1; i<=n2; i=i+2)
        printf("%d", i);
}</pre>
```

- Write a function power(m, n) which will provide m power n (mⁿ)
- Now write a function that will calculate following series using power function $1 + x + x^2 + x^3 + ... + x^n$

Problem 2 Solution

```
int power(int m, int n)
                                     int poly series(int x, int n)
                                       int sum=0,i;
  int i,pow=1;
                                       for(i=0;i<=n;i++)
      for(i=n;i>0;i--)
                                          sum = sum + power(x,i);
             pow=pow*m;
                                        printf("Series sum %d",sum);
  return pow;
                                     int main(void) { poly_series(2, 3); }
```

- Write a function to calculate the factorial of a number
- Using power function that you wrote earlier and factorial function calculate sin(x) using

$$\cdot \sin(x) = x - \frac{x^3}{3!} + \frac{x^5}{5!} - \dots$$

Problem 3 solution

```
int fact(n)
{
    int i,prod=1;
    for(i=n;i>0;i++)
        prod=prod*i;
    return prod;
}
```

Use of Static Variable – For next excercise

```
void test()
                                          int main(void)
  static int i=0;
                                            test();
  i++;
                                            test();
  printf("%d\n", i);
                                            test();
                                            test();
```

 Write a recursive function for summing up all digits of a given number. Note: Recursive functions calls themselves until terminating condition is met.

Problem 4 solution

```
int sum_digits(int n)
  static int sum=0;
  if (n > 0)
    sum += n%10;
    sum_digits(n/10);
  else
    return sum;
```

```
int main(void)
{
    printf("sum is
%d",sum_digits(1234));
}
```