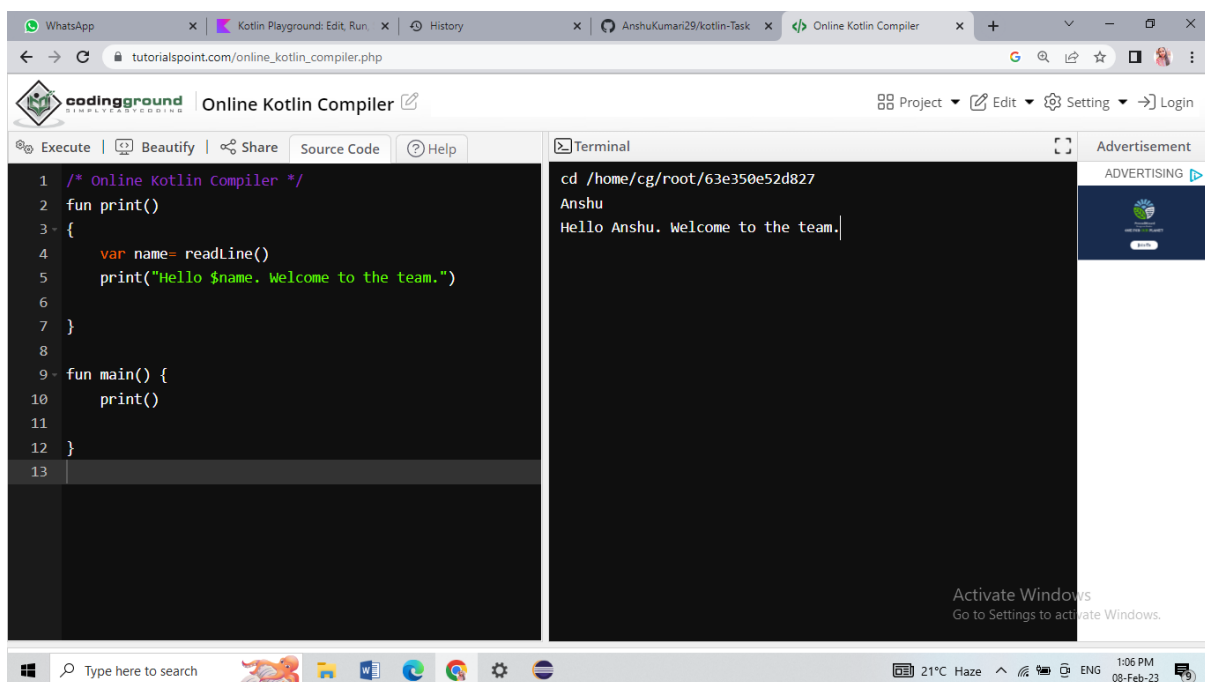


DAY-3 TASK

Q1. WAP in kotlin using functions that takes name of the person as a parameter prints the following message:

“Hello [name]. Welcome to the team”

Solution:



The screenshot displays the 'Online Kotlin Compiler' interface. The left pane shows the Kotlin source code, and the right pane shows the terminal output after execution.

```
1 /* Online Kotlin Compiler */
2 fun print()
3 {
4     var name= readLine()
5     print("Hello $name. Welcome to the team.")
6 }
7
8
9 fun main() {
10     print()
11 }
12
13
```

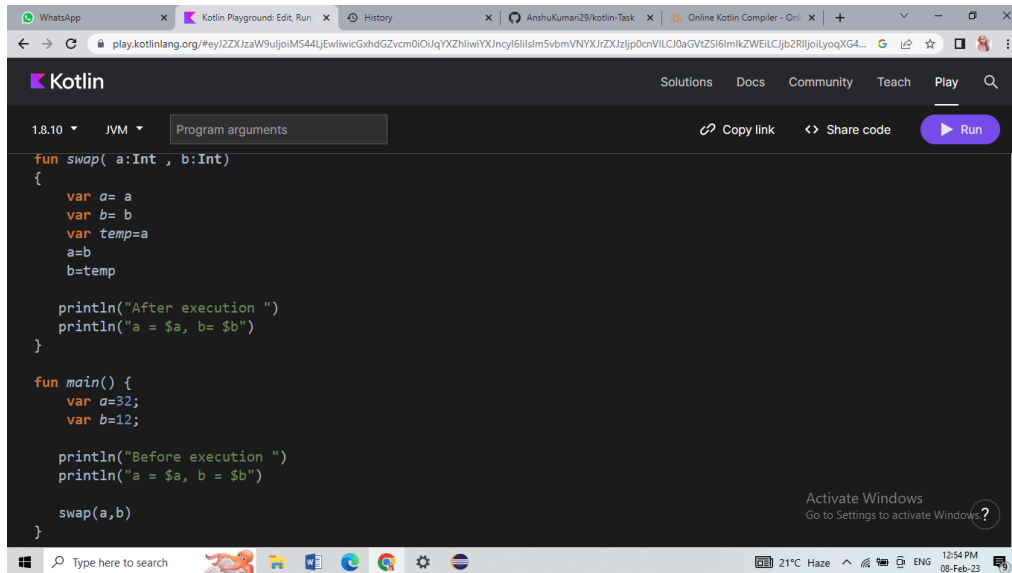
The terminal output on the right shows the execution results:

```
cd /home/cg/root/63e350e52d827
Anshu
Hello Anshu. Welcome to the team.
```

The interface includes a top navigation bar with 'Project', 'Edit', 'Setting', and 'Login' options. Below the code editor are buttons for 'Execute', 'Beautify', 'Share', 'Source Code', and 'Help'. The bottom of the image shows a Windows taskbar with the date '08-Feb-23' and time '1:06 PM'.

Q2. WAP to swap two numbers using function

Solution:



```
1.8.10 JVM Program arguments
Copy link Share code Run

fun swap( a:Int , b:Int)
{
    var a= a
    var b= b
    var temp=a
    a=b
    b=temp

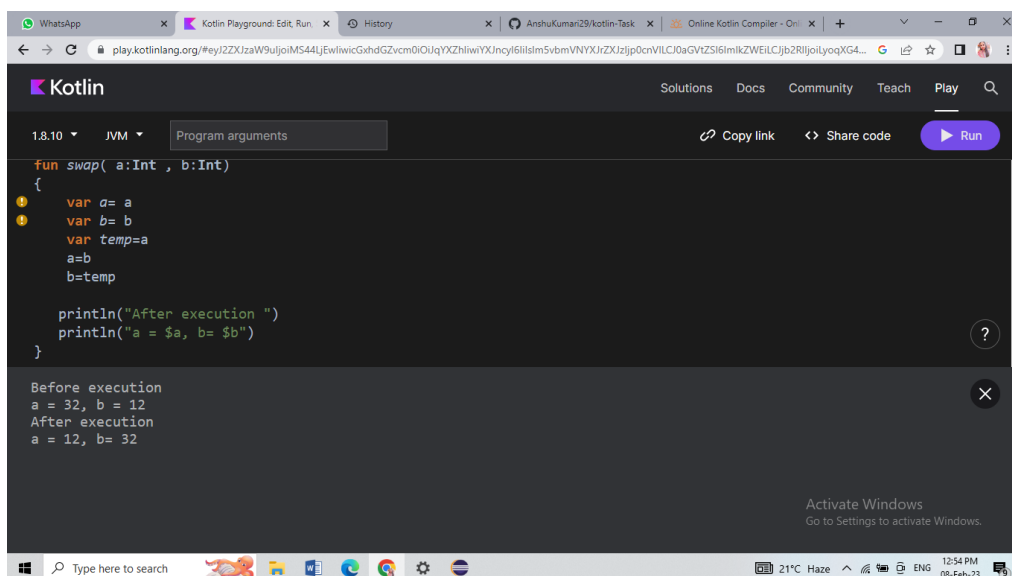
    println("After execution ")
    println("a = $a, b= $b")
}

fun main() {
    var a=32;
    var b=12;

    println("Before execution ")
    println("a = $a, b = $b")

    swap(a,b)
}
```

Output:



```
1.8.10 JVM Program arguments
Copy link Share code Run

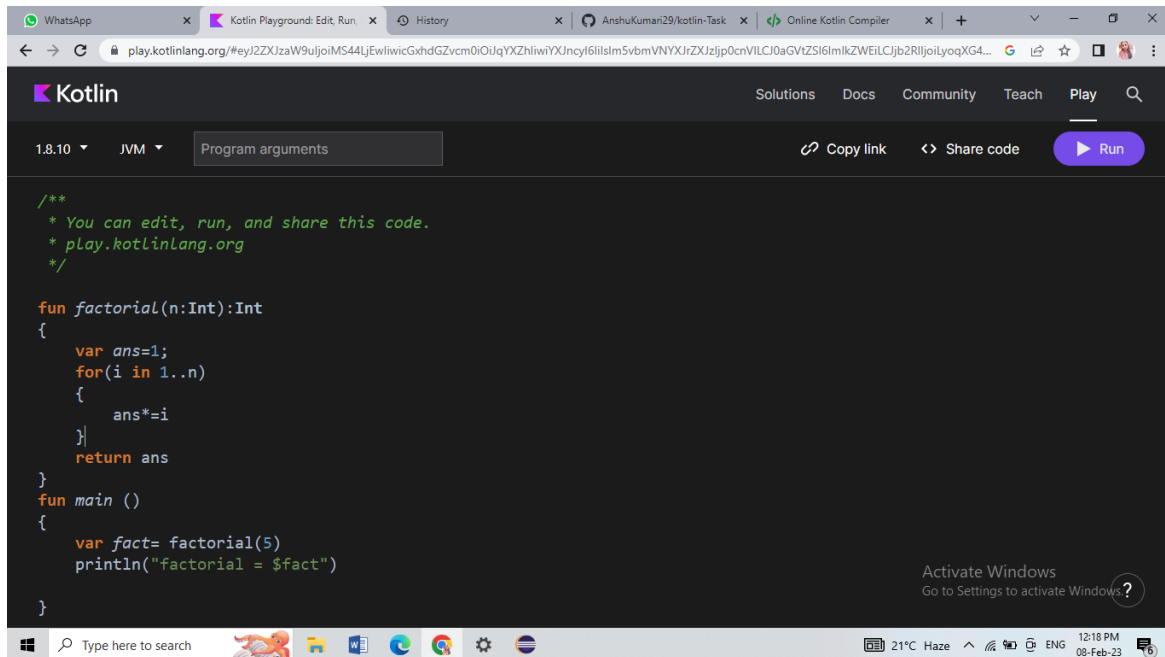
fun swap( a:Int , b:Int)
{
    var a= a
    var b= b
    var temp=a
    a=b
    b=temp

    println("After execution ")
    println("a = $a, b= $b")
}

Before execution
a = 32, b = 12
After execution
a = 12, b= 32
```

Q3. Write a function to print factorial of a number.

Solution :



The screenshot shows the Kotlin Playground interface. The code editor contains the following Kotlin code:

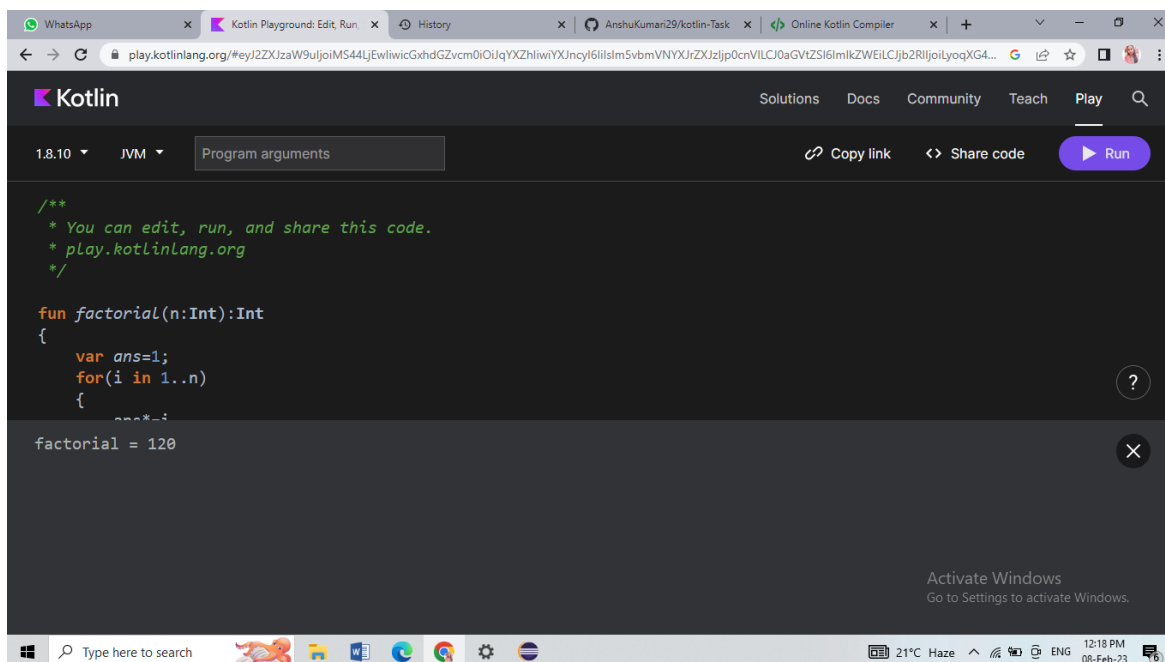
```
/**
 * You can edit, run, and share this code.
 * play.kotlinlang.org
 */

fun factorial(n:Int):Int
{
    var ans=1;
    for(i in 1..n)
    {
        ans*=i
    }
    return ans
}

fun main ()
{
    var fact= factorial(5)
    println("factorial = $fact")
}
```

The interface includes a top navigation bar with 'Solutions', 'Docs', 'Community', 'Teach', and 'Play' tabs. Below the code editor, there are buttons for 'Copy link', 'Share code', and a 'Run' button. The bottom status bar shows the Windows taskbar with the search bar, taskbar icons, and system tray information (21°C, Haze, 12:18 PM, 08-Feb-23).

Output:



The screenshot shows the Kotlin Playground interface after running the code. The code editor is the same as in the previous screenshot. Below the code editor, the output is displayed as 'factorial = 120'. There are buttons for 'Copy link', 'Share code', and a 'Run' button. The bottom status bar shows the Windows taskbar with the search bar, taskbar icons, and system tray information (21°C, Haze, 12:18 PM, 08-Feb-23).