Function Input

```
void print_char(char c);
int main(void);
   char letter = "A";
   print_char(letter);

return 0;
}
```

void print_char(char c);

printf("%c", c);

- Inputs are passed into a function
 - "char c" is the input to the function "print_char"

```
void print_char(char c);
int main(void);
   char letter = "A";
   print_char(letter);

return 0;
}
```

```
void print_char(char c);
    printf("%c", c);
```

 REMINDER: Every variable in C has it's own memory address!!

- Two variables in this code:
 - 1) Letter (type = char)
 - 2) C (type = char)

```
void print_char(char c);
int main(void);
   char letter = "A";
   print_char(letter);
   return 0;
void print_char(char c);
   printf("%c", c);
```

- Two variables in this code:
 - o 1) letter (type = char)
 - Is defined in main()
 - Can only be used in main()

- 2) c (type = char)
 - Is defined in print_char()
 - Can only be used in print_char()

```
void print_char(char c);
int main(void);
   char letter = "A";
   print_char(letter);
   return 0;
void print_char(char c);
   printf("%c", c);
```

- The value from letter is copied over to c when the print_char() function is called
 - Remain separate
 variables in memory

 Just happen to have the same value

Multiple Inputs

```
void add_nums(int num1, int num2,
int num3);
int main(void) {
     int n1 = 10;
     int n2 = 20;
     int n3 = 30;
     add_nums(n1, n2, n3);
     return 0;
void add_nums(int_num1, int num2,
int num3)
    printf("The sum of the
\overline{\text{numbers}} is: %d\n", \overline{\text{num1}} + \overline{\text{num2}} +
num3);
```

A function can have multiple inputs

 There is theoretically no limit to the number of inputs to a function

 Each variable is still a new memory location

Input Coding Challenge 1



Scan in a char in main(), pass it to a function

Inside the function, if the char is a capital letter, print it out.

Otherwise, print "not a capital"

Continue scanning in chars in main() until the user enters a '!'

Input Coding Challenge 2



Scan in three numbers in main()

Pass all three into two functions

1st function: Calculate the maximum value

2nd function: Calculate the minimum value