**Tutorial 3:**

1. Write a program that requests two integer values and then, calls functions (by defining function prototypes and function definitions) to find the following:
2. the sum of two numbers,
3. the larger of two numbers,
4. the difference of two numbers,
5. the product of the two numbers,
6. the quotient from the division of the two numbers (with the larger number as the dividend and the smaller number as the divisor)
7. the remainder from the division of the two numbers (with the larger number as the dividend and the smaller number as the divisor)
8. the average of the two number.

The program then prints all these values.

1. Write a program that request an integer from the user and then, performs the following:
2. Call a function that sum together all the digits of the integer and then print the total,
3. Call a function that multiply all the digits of the integer and then, print the result,
4. Call a function that find the average of all the digits of the integer and then, print the result.
5. Write a **recursive** function to take the value of 3 to the power of another number. For example, if 4 is passed, the function will return 81.
6. Expand the function in question 3, to construct a function which calculates the power of base number to its exponential number. (E.g. : 5 is the base and 10 is the exponential). The main function shall request the base and the exponential for the purpose of calculation.
7. Write a program that request two integer values and print all the prime numbers between the two intervals and the total of the all the prime numbers, using functions.
8. Write a program that converts number entered by the user to words.
9. A) Write a program that request three integer numbers and sort them in descending order.
10. Extend the program to calculate the Lowest Common Multiples (L.C.M.) and Highest Common Factor (H.C.F) of the three numbers.
11. Write a program structure and C program for a vending machine which dispenses chocolate (9 different types), with prices $0.50 (3 choc), $0.90 (3 Choc) and $1.20 (3 Choc). The machine accepts all Bruneian coins (1c, 2c, 5c, 10c, 20c & 50c) and $1, $5 and $10 notes. The program should start with a main menu which displays all the options and should go back to the main menu upon completion. (Use scanf to imitate inputting money into the machine)