Practical 4 (due 2022-03-18 @ 09:00)

<u>Please make sure you know in which venue ST1 will be written. See the notice on eve for the necessary information</u>

This practical introduces the concepts of creating your own functions and using them.

Convert your solution for practical 3 (or the provided memo) into a solution that utilises three different types of functions. The way in which the functions are designed and used is up to you.

Each menu item, or a portion of a menu item, must be converted into a function. It means the solution must contain at least three different types of functions:
- A value returning function
- A function using a passing-by-value argument.
- A function using a passing-by-reference argument.

All functions must make use of prototypes defined before the main function and implemented after the main function.

The design should be based on Option C for practical 3.

Programs that do not compile successfully will be capped at 40%

Mark sheet	
Implementing and using a value-returning function	30
Implementing and using a passing-by-value function	30
Implementing and using a passing-by-reference function	30
Design	10
Total	/100