1. Write a function to find the factorial of a number.

```
IPO
Input:Enter a value as input.
Proces:To find the factorial of a number.
Output: output he variable.
Program:
#include <stdio.h>
// Function to calculate factorial
int factorial(int n) {
  int fact = 1;
  for(int i = 1; i \le n; i++) {
     fact *= i;
  }
  return fact;
}
int main() {
  int number;
  printf("Enter a number: ");
  scanf("%d", &number);
  if(number < 0) {
     printf("Factorial is not defined for negative numbers.\n");
  } else {
     printf("Factorial of %d is %d\n", number, factorial(number));
  }
  return 0;
}
Output
    Output
 Enter a number: 5
```

Factorial of 5 is 120

2. Write a function to check whether a number is prime.

```
IPO
Input:Enter a value as input.
Proces:To check whether a number is prime.
Output: output he variable.
Program:
#include <stdio.h>
int isPrime(int n)
  if (n <= 1) return 0;
  for (int i = 2; i < n; i++) {
     if (n % i == 0) return 0;
  return 1;
int main() {
  int num;
  printf("Enter a number: ");
  scanf("%d", &num);
  if (isPrime(num))
     printf("%d is a prime number.\n", num);
  else
     printf("%d is not a prime number.\n", num);
  return 0;
}
```

Output

Output

```
Enter a number: 11
11 is a prime number.
```

3. Write a function to calculate power using recursion.

```
IPO
Input:Enter a value as input.
Proces:To calculate power using recursion.
Output: output he variable.
Program
#include <stdio.h>
int power(int base, int exponent)
{
  if (exponent == 0)
     return 1;
  else
     return base * power(base, exponent - 1);
int main() {
  int base, exponent;
  printf("Enter base and exponent: ");
  scanf("%d %d", &base, &exponent);
  printf("\%d^{\wedge}\%d = \%d^{\prime}, base, exponent, power(base, exponent));
  return 0;
}
Output
Enter base and exponent: 23
2^3 = 8
4. Write a function to check palindrome number using recursion.
IPO
Input:Enter a value as input.
Proces:To calculate power using recursion.
Output: output he variable.
Program
#include <stdio.h>
// Recursive function to reverse the number
```

```
int reverse(int num, int rev) {
  if (num == 0)
     return rev;
  return reverse(num / 10, rev * 10 + num % 10);
// Function to check if number is palindrome
int isPalindrome(int num) {
  return num == reverse(num, 0);
int main()
  int number;
  printf("Enter a number: ");
  scanf("%d", &number);
  if (isPalindrome(number))
     printf("%d is a palindrome number.\n", number);
     printf("%d is not a palindrome number.\n", number);
  return 0;
}
Output
Enter a number: 121
121 is a palindrome number.
5. Write a function to calculate nCr (combinations).
IPO
Input:Enter a value as input.
Proces:To calculate nCr (combinations).
Output: output he variable.
Program
#include <stdio.h>
int factorial(int n) {
  int fact = 1;
  for(int i = 1; i \le n; i++)
```

```
fact *= i;
  return fact;
int nCr(int n, int r) {
  return factorial(n) / (factorial(r) * factorial(n - r));
int main()
  int n, r;
  printf("Enter n and r: ");
  scanf("%d %d", &n, &r);
  if (r > n)
     printf("Invalid input: r cannot be greater than n.\n");
     printf("nCr = %d\n", nCr(n, r));
  return 0;
}
Output
Enter n and r: 5 2
nCr = 10
6. Write a program to demonstrate call by value and call by reference.
IPO
Input:Enter a value as input.
Proces:To demonstrate call by value and call by reference.
Output: output he variable.
Program
#include <stdio.h>
void callByValue(int a) {
  a = a + 10;
  printf("Inside callByValue: a = %d\n", a);
void callByReference(int *b) {
  *b = *b + 10;
  printf("Inside callByReference: b = %d\n", *b);
```

```
int main()
  int x = 5, y = 5;
  printf("Before callByValue: x = %d\n", x);
  callByValue(x);
  printf("After callByValue: x = %d\n\n", x);
  printf("Before callByReference: y = %d\n", y);
  callByReference(&y);
  printf("After callByReference: y = %d\n", y);
  return 0;
}
Output
Before callByValue: x = 5
Inside callByValue: a = 15
After callByValue: x = 5
Before callByReference: y = 5
Inside callByReference: b = 15
After callByReference: y = 15
7. Write a program using function to swap two numbers.
IPO
Input:Enter a value as input.
Proces:To swap two numbers.
Output: output he variable.
Program
#include <stdio.h>
void swap(int *a, int *b) {
  int temp = *a;
  *a = *b;
  *b = temp;
}
int main() {
```

```
int x, y;
  printf("Enter two numbers: ");
  scanf("%d %d", &x, &y);
  printf("Before swapping: x = %d, y = %d\n", x, y);
  swap(&x, &y);
  printf("After swapping: x = %d, y = %d\n", x, y);
  return 0;
}
Output,
Enter two numbers: 3 7
Before swapping: x = 3, y = 7
After swapping: x = 7, y = 3
8. Write a recursive function to find the nth Fibonacci number.
IPO
Input:Enter a value as input.
Proces: To find the nth Fibonacci number.
Output: output he variable.
Program
#include <stdio.h>
int fibonacci(int n) {
  if (n == 0)
     return 0;
  else if (n == 1)
     return 1;
  else
     return fibonacci(n - 1) + fibonacci(n - 2);
int main() {
  int n;
  printf("Enter n: ");
  scanf("%d", &n);
  printf("Fibonacci number at position %d is %d\n", n, fibonacci(n));
  return 0;
}
```

```
Output
Enter n: 6
Fibonacci number at position 6 is 8
```

```
9. Write a program to find GCD and LCM using functions.
IPO
Input:Enter a value as input.
Proces:To find GCD and LCM using functions..
Output: output he variable.
Program
#include <stdio.h>
int findGCD(int a, int b
) {
  while (b != 0)
     int temp = b;
     b = a \% b;
     a = temp;
  return a;
int findLCM(int a, int b)
  return (a * b) / findGCD(a, b);
int main()
  int num1, num2;
  printf("Enter two numbers: ");
  scanf("%d %d", &num1, &num2);
  int gcd = findGCD(num1, num2);
  int lcm = findLCM(num1, num2);
  printf("GCD of %d and %d is %d\n", num1, num2, gcd);
  printf("LCM of %d and %d is %d\n", num1, num2, lcm);
  return 0;
}
```

```
Output
Enter two numbers: 12 18
GCD of 12 and 18 is 6
LCM of 12 and 18 is 36
10. Write a program to demonstrate global and local variables.
IPO
Input:Enter a value as input.
Proces:To demonstrate global and local variables.
Output: output he variable.
Program
#include <stdio.h>
// Global variable
int globalVar = 100;
void showVariables() {
  // Local variable
  int localVar = 50;
  printf("Inside function:\n");
  printf("Global variable = %d\n", globalVar);
  printf("Local variable = %d\n", localVar);
}
int main() {
  // Local variable
  int localVar = 10;
  printf("Inside main:\n");
  printf("Global variable = %d\n", globalVar);
  printf("Local variable = %d\n", localVar);
  showVariables();
```

```
return 0;
}

Output
Inside main:
Global variable = 100
Local variable = 10
Inside function:
Global variable = 100
Local variable = 50
```