Practical No. 7

Aim: Write and execute two programs using functions passing by value based parameters passing by value.

Theory :

Parameters passing by value :

'Pass by value' means that a copy of the actual parameter's value is made in memory, i.e. the callee and the callee have two independent variables with the same value. If the callee modifies the parameter value, the effect is not visible to the caller.

Code :

1) To add two numbers by passing value between functions.

```
→  #include <stdio.h>
    int  sum (int , int );
    int  main () {
        int a, b;
        printf (" Enter the two numbers : ");
        scanf (" %d %d ", &a, &b);
        sprintf (" Sum The sum is : %d ", sum(a,b));
    }

    int sum (int a, int b) {
        int c = 0;
        c = a+b;
        return c;
    }
```

```
■ D:\coding\C\practicals\practicalSeven\7.1.exe

Enter the two numbers : 12 98
The sum is : 110
-------------------------------------------
```

```
■ D:\coding\C\practicals\practicalSeven\7.2.exe

Enter two numbers : 84 59
The smallest number is : 59
-------------------------------------------
```

2) To find the smallest of two numbers 'x' & 'y' using function.

```c
→ #include <stdio.h>
int main(){
int a,b;
int smallest(int, int);
int main() {
    extern int small;
    printf("Enter two numbers : ");
    scanf("%d %d", &a, &b);
        if (smallest(a,b) == 0){
                printf("The numbers are equal ");
        }
    else {
            printf(" The smallest number is : %d ", smallest(a,b))
        }
    }

    smallest (int a, int b) {
        if (a==b){
                return (0);
        }
        else if (a>b){
                return b;
        }
        else {
                return a;
        }
    }
```

Conclusion :

to Hence, I wrote and executed two programs using functions based parameters passing by value.

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