

//WAP to perform add and sub using function pointer

/* Algorithm:

1.read 2 integer variable and 1 char to select particular operation

2.using switch case perform particular operation and return address of result to main

3.by dereferencing the address received print the result.*/

```
#include<stdio.h>    //include standard input and output header file using preprocessor directive

int result;          //declare a global variable to store result

int* sum(int *n1,int *n2)

    //define sum() with pointer variables as arguments and return type as pointer variable
{
    result=(*n1+*n2);
    return (&result);
}

int* sub(int *n1,int *n2)

    //define sub() with pointer variables as arguments and return type as pointer variable
{
    result=(*n1-*n2);
    return (&result);
}

int main()
{
    int num1,num2;          //declare two integer variables
    int *result;            //declare a pointer variable
    printf("Enter numbers to perform addition/subtraction:\n");
    scanf("%d %d",&num1,&num2); //input numbers
    printf("Enter '+' for Addition and '-' for subtraction:\n");
    char operation;         //declare a char to select operation
    scanf(" %c",&operation); //input the key
```

```

switch(operation)
{
    case '+':
    {
        result=sum(&num1,&num2);    //call sum() with addresses of 2 variables as arguments
        printf("Addition of %d and %d is %d\n",num1,num2,*result);
                                   //print the result by dereferencing the pointer returned by sum()

        break;
    }
    case '-':
    {
        result=sub(&num1,&num2);    //call sub() with addresses of 2 variables as arguments
        printf("Subtraction of %d and %d is %d\n",num1,num2,*result);
                                   //print the result by dereferencing the pointer returned by sub()

        break;
    }
    default:
        printf("Invalid Attempt");    //print the default statement in case of invalid operation
}
}

```