

Q 01

```
#include <stdio.h>

void calculateSumAndDifference() {
    int num1, num2;

    printf("Enter two numbers: ");
    scanf("%d %d", &num1, &num2);

    int sum = num1 + num2;
    int difference = num1 - num2;

    printf("Sum: %d\n", sum);
    printf("Difference: %d\n", difference);
}

int main() {
    calculateSumAndDifference();

    return 0;
}
```

Q 02

```
#include <stdio.h>

void calculateSumAndDifference(int num1, int num2) {
    int sum = num1 + num2;
    int difference = num1 - num2;

    printf("Sum: %d\n", sum);
    printf("Difference: %d\n", difference);
}

int main() {
    int num1, num2;

    printf("Enter two numbers: ");
    scanf("%d %d", &num1, &num2);

    calculateSumAndDifference(num1, num2);
}
```

```
return 0;
}
```

Q 03

```
#include <stdio.h>

int calculateProduct(int num1, int num2) {
    return num1 * num2;
}

int main() {
    int num1, num2;
    printf("Enter two numbers: ");
    scanf("%d %d", &num1, &num2);
    int product = calculateProduct(num1, num2);
    printf("Product: %d\n", product);
    return 0;
}
```

Q 04

```
#include <stdio.h>

float calculateQuotient(int num1, int num2) {
    if (num2 == 0) {
        printf("Error: Division by zero.\n");
        return 0;
    }
    return (float)num1 / num2;
}

int main() {
    int num1, num2;
    printf("Enter two numbers: ");
```

```
scanf("%d %d", &num1, &num2);  
float quotient = calculateQuotient(num1, num2);  
printf("Quotient: %.2f\n", quotient);  
return 0;  
}
```

Q 05

```
#include <stdio.h>  
  
void displaySum() {  
    int num1, num2;  
    printf("Enter two numbers: ");  
    scanf("%d %d", &num1, &num2);  
    int sum = num1 + num2;  
    printf("Sum: %d\n", sum);  
}  
  
int main() {  
    int i;  
    for (i = 0; i < 3; i++) {  
        displaySum();  
    }  
    return 0;  
}
```

Q 06

```
#include <stdio.h>  
  
void calculateAndDisplay(int num1, int num2) {  
    int sum = num1 + num2;  
    int difference = num1 - num2;  
    int product = num1 * num2;
```

```
printf("Sum: %d, Difference: %d, Product: %d\n", sum, difference, product);  
}  
  
int main() {  
    int num1, num2;  
  
    printf("Enter two numbers: ");  
  
    scanf("%d %d", &num1, &num2);  
  
    calculateAndDisplay(num1, num2);  
  
    return 0;  
}
```

Q 07

```
#include <stdio.h>  
  
double calculateProduct(int num1, float num2) {  
    return num1 * num2;  
}  
  
int main() {  
    int num1;  
  
    float num2;  
  
    printf("Enter an integer and a float value: ");  
  
    scanf("%d %f", &num1, &num2);  
  
    double product = calculateProduct(num1, num2);  
  
    printf("Product: %.2lf\n", product);  
  
    return 0;  
}
```

Q 08

- (a) `double hypotenuse(double side1, double side2);`
- (b) `int smallest(int x, int y, int z);`
- (c) `oid instructions(void);`
- (d) `float intToFloat(int number);`