

Lab Task for Function

1. The main function is written for you-

```
int main(){
    square(7);
    qube(5);
    modulus(7,5);
    power(2,4);
    return 0;
}
```

Now write all the necessary functions required to execute the lines of code written in the main(). No output in the main() function.

Your program should output as :

```
49
125
2
16
```

2. The main function is written for you-

```
int main(){
    cout<<square(7)<<endl;
    cout<<qube(5)<<endl;
    cout<<modulus(7,5) <<endl;
    cout<<power(2,4) <<endl;
    return 0;
}
```

Now write all the necessary functions required to execute the lines of code written in the main(). All the output commands should be placed in the main() function. Write all the functions specified.

3. Input a number from keyboard in main() function and pass that number into a function that will decide whether it is odd or even.
4. Write a program that will solve an equation like below :

```
a=5.0,b=6.5;
s= a2+2ab+b2 – (a+b)3           [ general math equation ]
s = square(a) + 2 * multiply(a,b) + square(b) – qube(a+b);    [ C++ program style]
```

You should use your designed function earlier for this document.

Now output the result of the above equation using C++ program.

5. Write a program that will solve an equation like: $s = a^2 + 2ab + b^2 - (a+b)^3$
For the above equation user should input the values for a and b. Now output the result stored in variable s. For square, qube and multiplication use the functions defined by you.
6. User will input two numbers for a range like : L U, if the value of L = 5 and U = 90. Your program will sum the squares of each number from L to U and output. Use any of the user defined function for square operation that you designed earlier.
7. User will input two numbers for a range like : L U, if the value of L = 5 and U = 90. Your main method will pass the number L and U to another user defined function. That function will sum the squares of each number from L to U and output. Use any of the user defined function for square operation that you designed earlier.