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[■] EASY24.C

1=[↑↓]

```
include <stdio.h>
#include <malloc.h>
ore(int x){
    if(x%2==0){
        return 2;
    }
    else{
        return 1;
    }
}
main(){
    int x,r;
    printf("Enter a number:");
    scanf("%d",&x);
    if(x>0){
        r=ore(x);
        if(r==1){
            printf("odd");
        }
        else if(r==2){
            printf("even");
        }
    }
}
```

1:1

F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

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[■] EASY24.C

1=[↑↓]

```
    }  
}  
main(){  
    int x,r;  
    printf("Enter a number:");  
    scanf("%d",&x);  
    if(x>0){  
        r=ore(x);  
        if(r==1){  
            printf("odd");  
        }  
        else if(r==2){  
            printf("even");  
        }  
    }  
    else{  
        printf("Invalid input");  
    }  
    return 0;  
}
```

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F1 Help F2 Save F3 Open Alt-F9 Compile F9 Make F10 Menu

```
C:\TURBOC3\BIN>TC
```

```
Enter a number:5
```

```
odd_
```