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**Malabe group 1.2**

Exercise 1

1. 7.0
2. 0.0
3. -6.0
4. 2
5. -6.0

**Exercise 2**

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#include<stdio.h>

float circleArea(float radius); // circleArea function declaration

int main(void){ //funtion main begins program execution

float Radius; //variable

printf("Enter your radius :- "); //prompt

scanf("%f",&Radius); //read a float

printf("\nCircle Area is %.2f",circleArea(Radius)); //invoke function and print circle area

return 0;

}//end of the main function

float circleArea(float radius){ //circleArea function implementation

float area;

area=(22/7.0)\*radius\*radius; //assign area of a circle

return area;

}//end of the circleArea functionfloat circleArea(float radius){ //function implementation

float area;

area=(22/7.0)\*radius\*radius; //assign area of a circle

return area;

}//end of the circleArea function

**Exercise 3**

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#include<stdio.h>

int add(int addnum1,int addnum2); // add function declaration

int multiply(int mulnum1,int mulnum2); // multiply function declaration

int square(int squnum); // square function declaratione

int main(void){ //funtion main begins program execution

printf("%d",square(add(multiply(3,4),multiply(5,7)))); //invoke functions and print answer

return 0;

} //end of main function

int add(int addnum1,int addnum2){ //add function implementation

return addnum1+addnum2; //assign addition of two integer

}// end of add function

int multiply(int mulnum1,int mulnum2){ //multiply function implementation

return mulnum1\*mulnum2; //assign multiply of two integer

} //end of multiply function

int square(int squnum){ //suqare function implementation

return squnum\*squnum; //assign square of integer

} //end of square function