1. **Sum of two Numbers :-**

* **Flowchart :-**

Print sum

sum = add(a,b)

Then , calling add function and passing two argument value can be store in sum variable.

Input a as int &

Input b as int

Declare variable a , b & sum

* **Algorithm :-**

Step 1 : Start

Step 2 : Declare variable a , b and sum

Step 3 : Read the value of a & b from user

Step 4 : than , calling the function add() and passing the argument , and ans can be store into sum variable

Step 5 : print the sum

Step 6 : Stop

* **Code :-**

#include <stdio.h>

int add(int,int);

int main()

{

int a,b,sum;

printf("Enter the value of A :- ");

scanf("%d",&a);

printf("Enter the value of B :- ");

scanf("%d",&b);

sum = add(a,b);

printf("Sum is :- %d",sum);

return 0;

}

int add(int a,int b)

{

int ans = a+b;

return ans;

}

**2. Calculate the area of the Square.**

* **Flowchart :**

Print area

area = square(length)

Then , calling square function and passing one argument value can be store in area variable.

Declare variable area ,length sum

Input length as float

* **Algorithm :-**

Step 1 : Start

Step 2 : De

clare variable area, length

Step 3 : Read the value of length from user

Step 4 : than , calling the function square and passing the argument , and value can be store into area variable

Step 5 : print the area of square

Step 6 : Stop

* **Code :-**

#include <stdio.h>

int square(float);

int main()

{

float area,length;

printf("Enter the length");

scanf("%f",&length);

area = square(length);

printf("The area of square is :-%f ",area);

return 0;

}

int square(float area)

{

return area \* area;

}

**3. Greatest Number :-**

* **Flowchart :**

gretest(a,b)

Then , calling gretest function and passing two argument value.

Declare variable a,b

Input a as int

Input b as int

IF CONDITION

**FALSE**

**TRUE**

PRINT A GRETER THAN B

PRINT B GRETER THAN A

* **Algorithm :-**

Step 1 : Start

Step 2 : Declare variable a , b

Step 3 : Read the value of a & b from user

Step 4 : than , calling the function greatest() and passing the argument

Step 5 : after the pass arguments , check the if condition is true or false

Step 6 : if the condition can be true , than A is greater than B , otherwise B is greater.

Step 7 : Stop

* **Code :-**

#include <stdio.h>

void gretest(int,int);

int main()

{

int a,b;

printf("Enter the value of A :-");

scanf("%d",&a);

printf("Enter the value of B :-");

scanf("%d",&b);

gretest(a,b);

return 0;

}

void gretest(int a,int b)

{

if(a>b)

{

printf("A GREATER than B");

}

else

{

printf("B GREATER than A");

}

}

**4. Check the number is odd or Even**

* **Flowchart :**

Declare variable a

TAKE INPUT FROM USER(a)

if (a%2==0)

**FALSE**

**TRUE**

PRINT A IS ODD NUMBER

PRINT A IS EVEN NUMBER

* **Algorithm :-**

Step 1 : Start

Step 2 : Declare variable a

Step 3 : Read the value of a

Step 4 : check the if a % 2 == 0

Step 6 : if the condition can be true , than A is even number , otherwise a is odd number

Step 7 : Stop

* **Code :-**

#include <stdio.h>

void gretest(int,int);

int main()

{

int a,b;

printf("Enter the value of A :-");

scanf("%d",&a);

printf("Enter the value of B :-");

scanf("%d",&b);

gretest(a,b);

return 0;

}

void gretest(int a,int b)

{

if(a>b)

{

printf("A GREATER than B");

}

else

{

printf("B GREATER than A");

}

}

**5. Find the Factorial of given number.**

* **Flowchart :**

Declare variable no , i , fact = 1

Accept input from user

for(i=1;i<=no;i++)

**FALSE**

**TRUE**

fact = fact \* i ;

Print value of fact

* **Algorithm :-**

Step 1 : Start

Step 2 : Declare variable no , fact , I

Step 3 : Initialize variable fact = 1

Step 4 : read value of no

Step 5 : Repeat the steps until i = no

fact = fact \* i

Step 6 : Display fact

Step 7 : Stop

* **Code :-**

#include <stdio.h>

int main()

{

int i,fact=1,no;

printf("Enter the number :");

scanf("%d",&no);

for(i=1;i<=no;i++)

{

fact = fact \* i ;

}

printf("Factorial of %d is :- %d",no,fact);

}