

Chapter 6 (Contd...)

Types of Function

Type 1: *Function with no return type & with no argument*

Program Code:

```
#include<stdio.h>

#include<conio.h>

void my_function00(void);

void main(){

    clrscr();

    my_function00();

    getch();

}

void my_function00(void){

    int a, b;

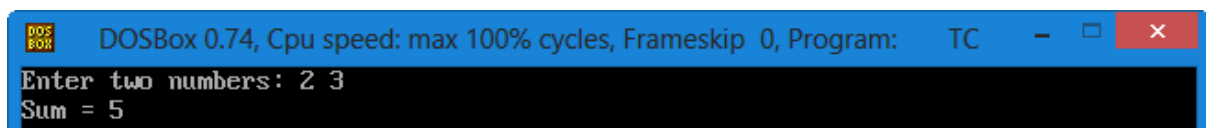
    printf("Enter two numbers: ");

    scanf("%d%d",&a,&b);

    printf("Sum = %d",(a+b));

}
```

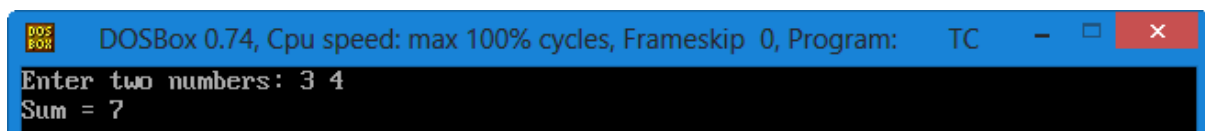
Output:

A screenshot of a DOSBox window. The title bar is blue and contains the text 'DOS BOX' on the left, followed by 'DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC'. The window has standard minimize, maximize, and close buttons on the right. The main area is black with white text. It shows the prompt 'Enter two numbers: ' followed by the user input '2 3'. Below that, it shows the output 'Sum = 5'.

Type 2: *Function with no return type & with argument(s)***Program Code:**

```
#include<stdio.h>
#include<conio.h>
void my_function01(int,int);
void main(){
    int a, b;
    clrscr();
    printf("Enter two numbers: ");
    scanf("%d%d",&a,&b);
    my_function01(a,b);
    getch();
}

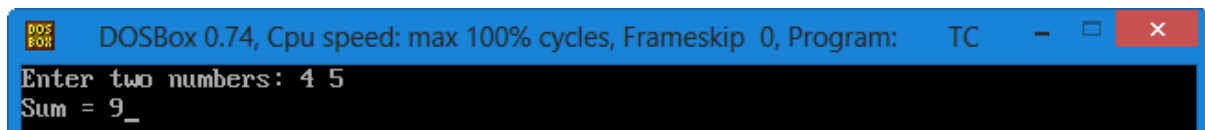
void my_function01(int x,int y){
    printf("Sum = %d",(x+y));
}
```

Output:A screenshot of a DOSBox window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC". The window contains a black terminal area with white text. The first line of text is "Enter two numbers: 3 4". The second line of text is "Sum = 7". The window has standard Windows-style controls (minimize, maximize, close) in the top right corner.

Type 3: *Function with return type & with no argument***Program Code:**

```
#include<stdio.h>
#include<conio.h>
int my_function10(void);
void main(){
    int sum;
    clrscr();
    sum = my_function10();
    printf("Sum = %d",sum);
    getch();
}

int my_function10(void){
    int a, b;
    printf("Enter two numbers: ");
    scanf("%d%d",&a,&b);
    return(a+b);
}
```

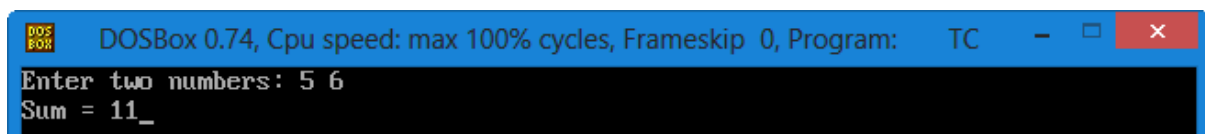
Output:A screenshot of a DOSBox window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC". The window has standard Windows-style minimize, maximize, and close buttons. The main area is a black terminal with white text. It shows the prompt "Enter two numbers: " followed by the user input "4 5". Below that, it shows "Sum = 9_" where the underscore indicates the cursor position.

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
Enter two numbers: 4 5
Sum = 9_
```

Type 4: Function with return type & with argument(s)**Program Code:**

```
#include<stdio.h>
#include<conio.h>
int my_function11(int,int);
void main(){
    int a,b,sum;
    clrscr();
    printf("Enter two numbers: ");
    scanf("%d%d",&a,&b);
    sum = my_function11(a,b);
    printf("Sum = %d",sum);
    getch();
}

int my_function11(int x,int y){
    return(x+y);
}
```

Output:A screenshot of a DOSBox window. The title bar reads "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC". The window contains a black terminal area with white text. The first line says "Enter two numbers: 5 6". The second line says "Sum = 11_". The window has standard Windows-style controls (minimize, maximize, close) on the right side of the title bar.