# Chapter 6 (Contd...)

# **Category of Function**

Category 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:**

}

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC - \( \subseteq \)

Enter two numbers: 2 3

Sum = 5
```

#### **Category 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:**

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC - X

Enter two numbers: 3 4

Sum = 7
```

#### **Category 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:**

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC - X

Enter two numbers: 4 5

Sum = 9_
```

# **Category 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:**

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC - \( \subseteq \)

Enter two numbers: 5 6

Sum = 11_
```