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Changing a number

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- (1) Changing a number done
- (2) Changing a number using a pointer done

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The following is a simple C program that prompts the user for an integer and stores it in the variable `x`. The program prints the number, calls the subroutine "change_number" passing the number as an argument, and finally prints the number again:

```
#include<stdio.h>

void change_number(int x);

int main()
{
    int x;
    printf("Enter the number x: ");
    scanf("%d", &x);
    printf("In the main program: x = %d\n", x);
    change_number(x);
    printf("In the main program: x = %d\n", x);
}
```

Your task is to write the subroutine "change_number" that takes an integer, increases it by three and prints the changed number as shown in the example printout. Pay attention to the value of the variable "`x`" in different parts of the program. In the following exercise, your subroutine will be supplemented with pointers.

Example output:

```
Enter the number x: 111
In the main program: x = 111
In the subroutine: x = 114
In the main program: x = 111
```

The verification of program output does not account for whitespace characters like "\n", "\t" and " "

[program.c](#)

```
1 #include<stdio.h>
2
3 void change_number(int x);
4
5 int main()
6 {
7     int x;
8     printf("Enter the number x: ");
9     scanf("%d", &x);
10    printf("In the main program: x = %d\n", x);
11    change_number(x);
12    printf("In the main program: x = %d\n", x);
13    return 0;
14 }
15
16 change_number(x)
17 {
18     printf("In the subroutine: x = %d\n", x+3);
19 }
20
21
```

Position: Ln 17 Ch 2

Full screen (Esc to exit)

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