

① Takes Something And Returns something

- a. pow ( )
- b. sqrt ( )
- c. strlen ( )
- d. strcmp ( )
- e. printf ( )
- f. scanf ( ) ?

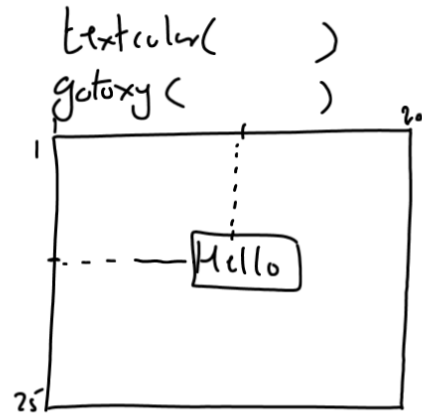
② Takes Something And Returns Nothing

- a. fflush ( )
- b. delay ( )
- c. sleep ( )
- d. textcolor ( )
- e. gotoxy ( )

```

#include <stdio.h>
#include <conio.h>
void main()
{
    clrscr();
    textcolor(YELLOW);
    gotoxy(40, 12);
    printf("Hello");
    getch();
}

```



③ Takes nothing and Returns something

a. getch()

```
#include <stdio.h>
```

?  
ch

echo  
buffered

```
#include <conio.h>
```

```
void main( )  
{  
    char ch;  
    clrscr();  
    printf("Enter a char:");  
    scanf("%c", &ch);  
    printf("You entered %c", ch);  
    getch();  
}
```

Enter a char: a  
You enter a

```
#include <stdio.h>
```

'z'  
ch

echo  
buffered

```
#include <conio.h>
```

```
void main( )  
{  
    char ch;  
    clrscr();  
    printf("Enter a char:");  
    ch = getch(); printf("%c", ch);  
    printf("You entered %c", ch);  
    getch();  
}
```

Enter a char: z  
You enter z

# CALCULATING AVERAGE OF 3 INTEGERS USING FIRST STYLE OF FUNCTION DEFN(TSR)

`#include <stdio.h>`  
`float average(int,int,int);`  
`int main()`  
`{`  
`int a,b,c;`  
`float d;`  
`printf("Enter 3 int:");`  
`scanf("%d %d %d",&a,&b,&c);`  
`d=average(a,b,c);`  
`printf("Average is %f",d);`  
`return 0;`  
`}`  
`float average(int i,int j,int k)`  
`{`  
`float x;`  
`x=(float)(i+j+k)/3;`  
`return x;`  
`}`

*Return type*  
*fn decl / fn prototype*  
*name*  
*list of arg*  
*fn call*  
*fn body*

`#include <stdio.h>`  
`float average(int,int,int);`  
`int main()`  
`{`  
`int a,b,c;`  
`float d;`  
`printf("Enter 3 int:");`  
`scanf("%d %d %d",&a,&b,&c);`  
`d=average(a,b,c);`  
`printf("Average is %f",d);`  
`return 0;`  
`}`  
`float average(int i,int j,int k)`  
`{`  
`float x;`  
`x=(float)(i+j+k)/3;`  
`return x;`  
`}`

*Push*  
*Pop*  
*Call by value*  
*Stack (LIFO)*  
*main()*  

3 a (1st)	4 b (2nd)	5 c (3rd)
d (4th)		

  
`d = average(3, 4, 5);`  
*u.o*  

3 i (1st)	4 j (2nd)	5 k (3rd)
x (4th)		