

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

```
float average(int,int,int);
```

```
int main()
```

```
{
```

```
int a,b,c;
```

```
float x;
```

```
printf("Enter 3 int:");
```

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

```
x=average(a,b,c);
```

```
printf("Average is %f",x);
```

```
return 0;
```

```
}
```

```
float average(int i,int j,int k)
```

```
{
```

```
float d;
```

```
d=(float)(i+j+k)/3;
```

```
return d;
```

```
}
```

fn name

Return type

fn decl or fn prototype
list of arg

fn call

fn body
fn defn

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

```
✓ float average(int,int,int);
```

```
int main()
```

```
{ float d;
```

```
✓ int a,b,c;
```

```
✓ float x;
```

```
printf("Enter 3 int:");
```

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

```
→ x=average(a,b,c);
```

```
printf("Average is %f",x);
```

```
return 0;
```

```
}
```

```
float average(int i,int j,int k)
```

```
{
```

```
float d;
```

```
d=(float)(i+j+k)/3;
```

```
return d;
```

```
}
```

0.5

58 74 75
a b c
(1st) (2nd) (3rd)

x = average(3,4,5);
?
x
(4th)

pass/call by

value

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

~~14.5~~
d (4th)

return (value);

✓ ① return 10;

✓ ② return p;

✓ ③ return p+q;

④ return p,q;

WAP to create a function called factorial() which should accept an integer as argument and return its factorial

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

```
int factorial(int);
```

```
int main()
```

```
{
```

```
    int n,f;
```

```
    printf("Enter an int:");
```

```
    scanf("%d",&n); ✓
```

```
    f=factorial(n);
```

```
    printf("Fact is %d",f);
```

```
    return 0;
```

```
}
```

```
int factorial(int n)
```

```
{
```

```
    int f=1;
```

```
    while(n>1)
```

```
    {
```

```
        f=f*n;
```

```
        n--;
```

```
    }
```

```
    return f;
```

```
}
```

$\frac{40}{n}$ $\frac{?}{f}$

$f = \text{fact}(0);$

$\frac{0}{n}$ $\frac{1}{f}$

char convert (char);