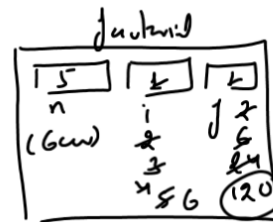WAP to create a function called factorial() which should accept an integer as argument and calc and return its factorial. Make sure that your function should return 1 if the input is 0.

```c
#include <stdio.h>
int factorial(int);
int main()
{
  int n,f;
  printf("Enter an int:");
  scanf("%d",&n);
  f=factorial(n);
  printf("Factorial of %d is %d",n,f);
  return 0;
}
int factorial(int n)
{
  int i,f=1;
  for(i=1;i<=n;i++)
        f=f*i;
  return f;
}
```

CALCULATING AVERAGE OF 3 INTEGERS USING 2nd STYLE OF FUNCTION DEF (TSRN)

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

WAP accept 2 int from the user and pass them to a function called showtable(). This function should display the table of the FIRST NUM upto the number of terms denoted by the SECOND NUM. Make sure that if the SEC NUM is 0 or negative the function should not print the table and display the message TABLE CANNOT BE PRINTED

SAMPLE OUTPUT
===============
Enter a no: 7
Enter number of terms: 4
 Table of 7
 7 * 1 = 7
 7 * 2 = 14
 7 * 3 = 21
 7 * 4 = 28

```c
#include<stdio.h>
void showtable(int,int);
int main()
{
  int n,t;
  printf("Enter a no:");
  scanf("%d",&n);
  printf("Enter number of terms:");
  scanf("%d",&t);
  showtable(n,t);
  return 0;
}
void showtable(int n,int t)
{
   int i;
   if(t<=0)
      printf("Table cannot be printed");
   else
   {
      printf("Table of %d",n);
      for(i=1;i<=t;i++)
        printf("\n %d * %d = %d",n,i,n*i);
```

CALCULATING AVERAGE OF 3 INTEGERS USING 3rd STYLE OF FUNCTION DEF (TNRS)

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

```c
#include <stdio.h>
float average();
int main()
{
  float d;
  d=average();
  printf("Avg is %f",d);
  return 0;
}
float average()
{
   int n,i,a,sum=0
   float x;
   printf("Avg of how many nos ?");
   scanf("%d",&n);
   for(i=1;i<=n;i++) {
    printf("enter an int:");
    scanf("%d",&a);
    sum=sum+a;
}
x=(float)sum/n;
return x;
}
```

CALCULATING AVERAGE OF 3 INTEGERS USING 4th STYLE OF FUNCTION DEF (TNRN)

```c
#include <stdio.h>
void average();
int main()
{
  average();

  return 0;
}
void average()
{
   int i,j,k;
   float x;
   printf("Enter 3 int:");
   scanf("%d %d %d",&i,&j,&k);
   x=(float)(i+j+k)/3;
   printf("Avg is %f",x);

}
```