① Takes Something And Returns something

a. pow( )

b. sqrt( )

c. strlen( )

d. strcmp( )

e. toint( )

f. scan( ) ?

② Takes Something And Returns Nothing

a. fflush( )

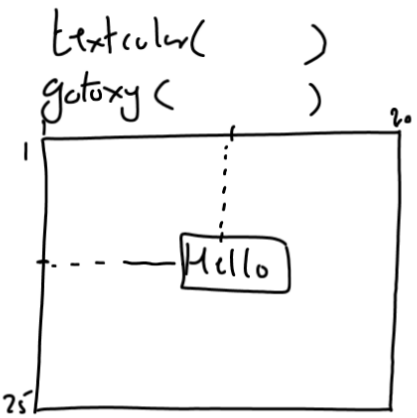
b. delay( )

c. sleep( )

d. textcolor( )

e. gotoxy( )

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



(3) Takes nothing And Returns Something

a. getch( )

```
#include <stdio.h>
#include <conio.h>
 void main( )
{
    char ch;
    clrscr( );
   printf("Enter a char: ");
   scanf("%c", &ch);
   printf("\nYou entered %c", ch);
   getch( );
}
```

ch: ?

echo
buffered

```
Enter a char: a
You entered a
```

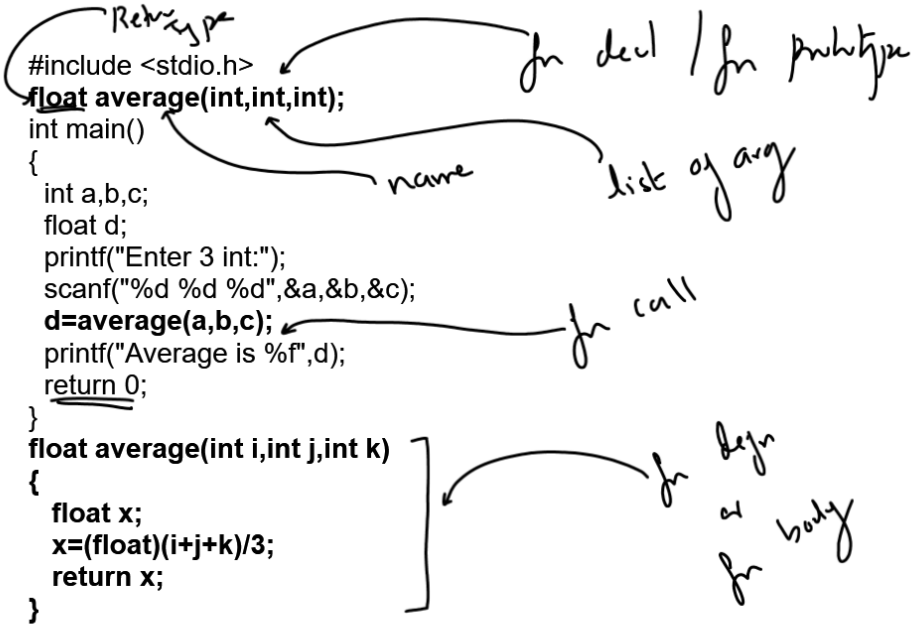
```
#include <stdio.h>
#include <conio.h>
 void main( )
{
    char ch;
    clrscr( );
   printf("Enter a char: ");
   ch = getche( ); printf("*");
   printf("\nYou entered %c", ch);
   getch( );
}
```

ch: 'z'

~~echo~~
~~buffered~~

```
Enter a char: *
You entered z
```

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




```
#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;
}
```