

Function Design Techniques

- ① Takes something and Returns something: pow(), strlen(), sqrt(), strcmp()
- ② Takes something and Returns nothing: fflush(), delay(), sleep(), getch(), getchar()
- ③ Takes nothing and Returns something: getch()
- ④ Takes nothing and Returns nothing.

```
#include <conio.h>
#include <dos.h>
#include <stdio.h>
int main()
```

TC

```
{
    int i;
    clrscr();
    for (i = 1; i <= 10; i++)
    {
        printf("\n-./d", i);
        delay(1000);
    }
}
```

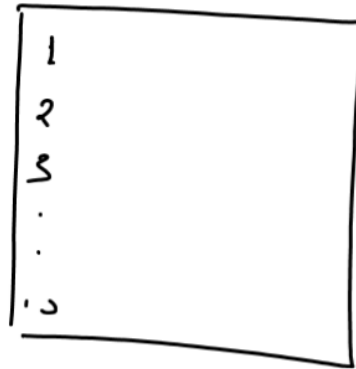
1
2
3
.
.
10

```
    getch();
    return 0;
}
```

```
#include <conio.h>
#include <dos.h>
#include <stdio.h>
int main()
```

TC

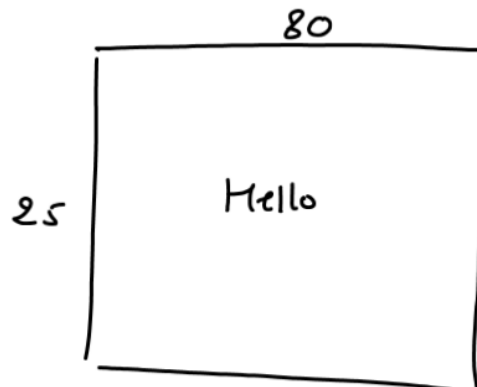
```
{
    int i;
    clrscr();
    for (i = 1; i <= 10; i++)
    {
        printf("\n./d", i);
        sleep(1);
    }
}
```



```
    getch();
    return 0;
}
```

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

```
int main()
{
    clrscr();
    textcolor(YELLOW);
    gotoxy(40, 12);
    printf("Hello");
}
```



```
    getch();
    return 0;
}
```

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

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

```
int main()
{
    char ch;
    clrscr();
    printf("Enter a char:");
    scanf("%c", &ch);
    printf("In You inputted %c", ch);
    getch();
    return 0;
}
```

echo

buffered

Enter a char: a
You inputted

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

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

```
int main()
{
    char ch;
    clrscr();
    printf("Enter a char:");
    ch = getch();
    printf("%c", ch);
    printf("In You inputted %c", ch);
    getch();
    return 0;
}
```

X echo

X buffered

Enter a char: a
You inputted (a)