```
#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 d;
    d=(float)(i+j+k)/3;
    printf("Average is %f",d);
    return;
}
```

WAP to create a function called showTable() which should accept 2 integers as argument and should print the table of FIRST NUMBER upto the number of terms given by the SECOND NUMBER. Make sure that if number of terms is 0 or negative the function should not print the table and display the message TABLE CANNOT BE PRINTED

SAMPLE OUTPUT

```
#include <stdio.h>
void showTable(int,int);
int main()
{
  int n,t;
  printf("Enter a num:");
  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 \le 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 The 3rd Style Of Function Definition(TNRS)

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

```
#include <stdio.h>
float average();
int main()
  float x;
  x=average();
  printf("Average is %f",x);
  return 0;
float average()
  int n,i,a,sum=0;
  float x;
  printf("How many numbers ?");
scanf("%d",&n);
  for(i=1;i<=n;i++)
     printf("Enter %d no:",i);
     scanf("%d",&a);
     sum=sum+a;
  x=(float)sum/n;
  return x;
}
```

Calculating Average Of 3 Integers Using The 4th Style Of Function Definition(TNRN)