Practical 5 (due 2023-03-22 @ 09:00)

This practical introduces the concept of creating your own functions and using them.

Convert your solution for Practical 4 (or the provided memo) into a solution that utilises three different types of functions. The way in which the functions are designed and used is up to you.

Each menu item, or a portion thereof, must be converted into a function. Since there are three menu items, your program will have three functions. The types of functions you must create are as follows:
- A value-returning function
- A non-value-returning function using an argument that is passed by value.
- A non-value-returning function using an argument that is passed by reference.

All functions must make use of prototypes defined before the main function and implemented after the main function.

The design should be based on Option B for practical 4.

Programs that do not compile successfully will be capped at 40%.

Mark sheet		
	Implementing and using a value-returning function	30
	Implementing and using a passing-by-value function	30
	Implementing and using a passing-by-reference function	30
	Design	10
	Total	/100