01)

```c
#include <stdio.h>
void largest(float n1, float n2);
void smallest(float n1, float n2);
int main(){
float a,b;
printf("Enter first number : ");
scanf("%f", &a);
printf("Enter second number : ");
scanf("%f", &b);
largest(a,b);
smallest(a,b);
return 0;
}
void largest(float n1, float n2){
 printf("The largest value is : %.2f\n", ((n1>n2)?n1:n2));
}
void smallest(float n1, float n2){
 printf("The smallest value is : %.2f\n", ((n1<n2)?n1:n2));
}
```

02)

```c
#include <stdio.h>
void checkNum(float f);
int main(){
float a;
printf("Enter a number : ");
scanf("%f", &a);
checkNum(a);
return 0;
}
void checkNum(float f){
 if(f>0)
 printf("The number is positive.");
 else if(f<0)
 printf("The number is negative.");
 else
 printf("The number is zero.");
}
```

03)

```c
#include <stdio.h>
void even_or_odd(int n);
int main(){
int a;
printf("Enter a number : ");
scanf("%d", &a);
even_or_odd(a);
return 0;
}
void even_or_odd(int n){
 if(n%2==0)
 printf("The number even.");
 else
 printf("The number odd.");
}
```

04)

```c
#include <stdio.h>
float diameter(float radius);
float circumference(float radius);
float area(float radius);
int main(){
float r, d, c, a;
printf("Enter the radius : ");
scanf("%f", &r);
d = diameter(r);
c = circumference(r);
a = area(r);
printf("The diameter is : %.2f\n", d);
printf("The circumference is : %.2f\n", c);
printf("The area is : %.2f\n", a);
return 0;
}
float diameter(float radius){
return radius*2;
}
float circumference(float radius){
return 2*3.14*radius;
}
float area(float radius){
return 3.14*radius*radius;
}
```

05)

```c
#include <stdio.h>
int cube(int n);
int main(){
int a, c;
printf("Enter a number : ");
scanf("%d", &a);
c = cube(a);
printf("The cube of the number %d is : %d", a, c);
return 0;
}
int cube(int n){
 return n*n*n;
}
```

06)

```c
#include <stdio.h>
void eligibility(float attendance, float marks);
int main(){
float a, m;
printf("Enter the attendance : ");
scanf("%f", &a);
printf("Enter the marks (Out of 40): ");
scanf("%f", &m);
eligibility(a, m);
return 0;
}
void eligibility(float attendance, float marks){
 if((attendance>=80)&&(marks>=16))
 printf("You are eligible.");
 else
 printf("You are not eligible.");
}
```

07)

```c
#include <stdio.h>
void divide(int a, int b);
int main(){
int a, b;
printf("Enter first number : ");
scanf("%d", &a);
printf("Enter second number : ");
scanf("%d", &b);
divide(a,b);
return 0;
}
void divide(int a, int b){
 printf("The quotient of %d/%d is : %d\n", a, b, a/b);
 printf("The remainder of %d/%d is : %d\n", a, b, a%b);
}
```

08)

```c
#include <stdio.h>
void convert(char op, float v);
int main(){
char ch;
float tem;
printf("Enter an operator : ");
scanf("%c", &ch);
printf("Enter the temperature value : ");
scanf("%f", &tem);
convert(ch, tem);
return 0;
}
void convert(char op, float v){
 if(op=='C'||op=='c')
 printf("Temperature in Celsius is : %.2f", ((float)5/9)*(v-32));
 else if(op=='F'||op=='f')
 printf("Temperature in Fahrenheit is : %.2f", ((float)9/5)*v+32);
 else
 printf("Wrong entry.");
}
```

09)

```c
#include <stdio.h>
void addition(int n1, int n2);
void subtraction(int n1, int n2);
void division(int n1, int n2);
void multiplication(int n1, int n2);
int main(){
char ch;
printf("Enter the operator : ");
scanf("%c", &ch);
int n1, n2;
printf("Enter the first number : ");
scanf("%d", &n1);
printf("Enter the second number : ");
scanf("%d", &n2);
if(ch=='+')
 addition(n1,n2);
else if(ch=='-')
 subtraction(n1,n2);
else if(ch=='*')
 multiplication(n1,n2);
else if(ch=='/')
 division(n1,n2);
else
 printf("Wrong entry.");
return 0;
}
void addition(int n1, int n2){
 printf("Addition is %d : ", n1+n2);
}
void subtraction(int n1, int n2){
 printf("Subtraction is %d : ", n1-n2);
}
void multiplication(int n1, int n2){
 printf("Multiplication is %d : ", n1*n2);
}
void division(int n1, int n2){
if(n2!=0)
 printf("Division is %f : ", (float)n1/n2);
else
 printf("Division is undefined.");
}
```

10)

```c
#include <stdio.h>
float average(float a, float b, float c, float d, float e);
void grade(float f);
int main(){
float m1, m2, m3,m4,m5,avg;
printf("Enter marks for Quiz 01 : ");
scanf("%f", &m1);
printf("Enter marks for Quiz 02 : ");
scanf("%f", &m2);
printf("Enter marks for Spot test 01 : ");
scanf("%f", &m3);
printf("Enter marks for Spot test 02 : ");
scanf("%f", &m4);
printf("Enter marks for Assignment 03 : ");
scanf("%f", &m5);
avg = average(m1, m2, m3, m4, m5);
printf("Average is : %.2f\n", avg);
grade(avg);
return 0;
}
float average(float a, float b, float c,float d, float e){
return (a+b+c+d+e)/5;
}
void grade(float f){
if(f>=75)
 printf("Grade is : A");
else if(f>=65)
 printf("Grade is : B");
else if(f>=55)
 printf("Grade is : C");
else if(f>=45)
 printf("Grade is : D");
else if(f>=35)
 printf("Grade is : E");
else
 printf("Grade is : F");
}
```