

Basic Programming Lab

— — 0x09

Function Declaration

Syntax:

```
return_data_type function_name (parameters)
{
    //code
}
```

// Program to print hello world using function

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

```
void Greet();
```

```
int main()
{
    Greet();
    return 0;
}
```

```
void Greet()
{
    printf("\nHello World");
}
```

Function Types

1 - Library Functions

- printf
- scanf
- sqrt

2 - User Defined Functions

- main

Category of Function

1- With no arguments and no return value

```
#include <stdio.h>
void Sum_Of_Two_Nos_1(void);

int main()
{
    Sum_Of_Two_Nos_1();
    return 0;
}

void Sum_Of_Two_Nos_1()
{
    int Number_1, Number_2, Result;
    printf("\nEnter First Number: ");
    scanf("%d", &Number_1);
    printf("\nEnter Second Number: ");
    scanf("%d", &Number_2);
    Result = Number_1 + Number_2;
    printf("\nFirst Number + Second Number = %d\n",Result);
}
```

2- With arguments but no return value

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

```
void Sum_Of_Two_Nos_2(int Number_1, int Number_2);
```

```
int main()
```

```
{
```

```
    int Number_1, Number_2;
```

```
    printf("\nEnter First Number: ");
```

```
    scanf("%d", &Number_1);
```

```
    printf("\nEnter Second Number: ");
```

```
    scanf("%d", &Number_2);
```

```
    Sum_Of_Two_Nos_2(Number_1, Number_2);
```

```
    return 0;
```

```
}
```

```
void Sum_Of_Two_Nos_2(Number_1, Number_2)
```

```
{
```

```
    int Result;
```

```
    Result = Number_1 + Number_2;
```

```
    printf("\nFirst Number + Second Number = %d\n",Result);
```

```
}
```

3- With no arguments but a return value

```
#include <stdio.h>

int Sum_Of_Two_Nos_3();

int main()
{
    int Result;
    Result = Sum_Of_Two_Nos_3();
    printf("\nFirst Number + Second Number = %d\n",Result);
    return 0;
}

int Sum_Of_Two_Nos_3()
{
    int Number_1, Number_2;
    printf("\nEnter First Number: ");
    scanf("%d", &Number_1);
    printf("\nEnter Second Number: ");
    scanf("%d", &Number_2);
    return Number_1 + Number_2;
}
```

4- With arguments and return value

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

```
int Sum_Of_Two_Nos_4(int Number_1, int Number_2);
```

```
int main()
```

```
{
```

```
    int Number_1, Number_2;
```

```
    int Result;
```

```
    printf("\nEnter First Number: ");
```

```
    scanf("%d", &Number_1);
```

```
    printf("\nEnter Second Number: ");
```

```
    scanf("%d", &Number_2);
```

```
    Result = Sum_Of_Two_Nos_4(Number_1, Number_2);
```

```
    printf("\nFirst Number + Second Number = %d\n", Result);
```

```
    return 0;
```

```
}
```

```
int Sum_Of_Two_Nos_4(Number_1, Number_2)
```

```
{
```

```
    return Number_1 + Number_2;
```

```
}
```

Assignment

//0x09

*//Use scanf for input in Every Program
//Do not Use In-Built Functions*

1. Write a function to make a calculator.(Category 1)
2. Write a function to swap two numbers. (Category 2)
3. Write a function to print fibonacci series upto n numbers. (Category 2)
4. Write a menu based program to perform following operations
 - a) Read a Complex No
 - b) Print a Complex No
 - c) Add two Complex Nos
 - d) Subtract two Complex Nos
 - e) Multiply two Complex Nos

Points to Remember

1. Filetype: .c
2. Naming Convention for Directory: Assignment_X
where X = Lab No
example: Assignment_1
3. Naming Convention for File: RollNo_Q_Y.c
where Y = Question No in that Assignment
example: 123XXX4567_Q_1.c

Commands:

	Command	Example
Create Directory	mkdir <directory_name>	mkdir test_directory
Create File	vi <filename>	vi test.c
Compile a C Program	gcc <filename>	gcc test.c
Run a C Program	./a.out	

4. Write your details in every program

```
/*
-----
| Author : Your_Name                |
| Roll No: Your_Roll_No            |
| Department: Your_Department      |
-----
*/
```