//CLASSWORK

#include <stdio.h>

void myFunction() {

printf("\nI just got executed!");

}

int myFunction2(int x, int y) {

return x + y;

}

//Declaration

int myFunction3(int, int);

//table sunction

int tablee(int n){

for (int i=1;i<=10;i++){

printf("\n%d",n);

printf(" \* %d",i);

printf(" = %d",n\*i);

}

}

int main() {

printf("Hello World!");

int myNum = 15;

float myFloatNum = 5.99;

char myLetter = 'D';

const float PI = 3.14; // PI will always be 3.14

int x = 5; //Basic

int y = 3;

printf("%d\n", x + y); //Assignment

printf("%d\n", x > 3 && y < 10); //Relational and Logical

int myNum1 = 15; // Integer (whole number)

float myFloatNum1 = 5.99; // Floating point number

char myLetter1 = 'D'; // Character

printf("%d\n", myNum1);

printf("%f\n", myFloatNum1);

printf("%c\n", myLetter1);

float myFloatNum2 = 3.5;

printf("%f\n", myFloatNum2); // Default will show 6 digits after the decimal point

printf("%.1f\n", myFloatNum2); // Only show 1 digit

printf("%.2f\n", myFloatNum2); // Only show 2 digits

printf("%.4f\n", myFloatNum2); // Only show 4 digits

int myNumm;

printf("Type a number: \n");

scanf("%d", &myNumm);

printf("\nYour number is: %d", myNumm);

int time = 22;

if (time < 10) {

printf("Good morning.");

} else if (time < 20) {

printf("Good day.");

} else {

printf("\nGood evening.");

}

myFunction(); // call the function

int result = myFunction2(5, 3);

printf("\nResult is = %d", result);

// The main method

int res = myFunction3(5, 3); // call the function

printf("Result is = %d", result);

//prints a table

printf("\nenter a number: ");

int numbr;

scanf("\n%d",&numbr);

if (numbr>0){

tablee(numbr);

}

//comparing 2 numbers

printf("\nenter a number1: ");

int num1,num2;

scanf("\n%d",&num1);

printf("\nenter a number2: ");

scanf("\n%d",&num2);

if (num1>5 && num2>5){

printf("\n %d",num1+num2);

}

else if(num1>5 || num2>5){

printf("\n %d",num1\*num2);

}

if (num1<5 && num2<5){

printf("\n %d %d",num1+1,num2+1);

}else {

printf("hello world");

}

return 0;

}

// Function definition

int myFunction3(int x, int y) {

return x + y;

}