

## Programming Assignment on Functions

1. Create a C program that accepts 5 numbers and provides 4 processing options. The program should have a dedicated function for each processing option. These functions will be executed when the corresponding option is selected by the user. Therefore, the program should include at least 5 functions, with one being the main function. You may add additional functions as needed. The program should continuously prompt the user for a processing option until they enter the key 'x'.

The following are the 4 options,

Options:

1. Given 5 numbers this option should calculate the average. The name of the function associated with this option should be: GetAverage
  2. Given 5 numbers this option should find the maximum. The name of the function associated with this option should be: GetMax
  3. Given 5 numbers this option should find the minimum. The name of the function associated with this option should be: GetMin
  4. Given 5 numbers this option should print which among them is prime. The name of the function associated with this option should be: PrintPrime
2. Write a C program that displays 4 graphic patterns namely the diamond, triangle, square, rectangle and heart. Below is an example of the graphics,

```
      *              *
    * * *          * * *          * * *          * * * *
* * * * *      * * * * *      * * *      * * * * *
* * *      * * * * * * * * *      * * *      * * * * *
      *              *
                                *
                                *
                                *
                                *
                                *
                                *
```

The C program should provide options to the user for selecting the type of graphic pattern they want to print. Each graphic pattern should be printed using its corresponding function. The program will continue running until the user enters the key 'x' to exit.