**Tutorial 07**



#include <stdio.h>

void calculate () {

    int sum, difference;

    int num1, num2;

    printf("Enter 1st number: ");

    scanf("%d", &num1);

    printf("Enter 2nd number: ");

    scanf("%d", &num2);

    sum = num1 + num2;

    difference = num1 - num2;

    printf("Sum is %d \n", sum);

    printf("Difference is %d \n", difference);

}

int main () {

    calculate();

}



#include <stdio.h>

void calculate\_sum\_difference (int num1, int num2) {

    int sum, difference;

    sum = num1 + num2;

    difference = num1 - num2;

    printf("Sum is %d \n", sum);

    printf("Difference is %d \n", difference);

}

int main () {

    int x, y;

    printf("Enter 1st number: ");

    scanf("%d", &x);

    printf("Enter 2st number: ");

    scanf("%d", &y);

    calculate\_sum\_difference(x, y);

}



#include <stdio.h>

int products (int num1, int num2) {

    int product;

    product = num1 \* num2;

    return product;

}

int main () {

    int a, b;

    printf("Enter 1st number: ");

    scanf ("%d", &a);

    printf("Enter 2nd number: ");

    scanf("%d", &b);

    printf("The product is %d \n", products(a, b));

}



#include <stdio.h>

float quotient (float num1, float num2) {

    float quotient;

    if (num2 == 0) {

        printf("Can not divide by zero");

    }

    else {

        quotient = num1 / num2;

    }

    return quotient;

}

int main () {

    float x, y;

    printf("Enter 1st number: ");

    scanf("%f", &x);

    printf("Enter 2nd number: ");

    scanf("%f", &y);

    printf("Quotient is %.2f\n", quotient(x, y));

}



#include <stdio.h>

void calculate\_sum () {

    int num1, num2, sum;

    printf("Enter 1st number: ");

    scanf("%d", &num1);

    printf("Enter 2nd number: ");

    scanf("%d", &num2);

    sum = num1 + num2;

    printf("Sum is %d\n", sum);

}

int main () {

    calculate\_sum();

    calculate\_sum();

    calculate\_sum();

    calculate\_sum();

}



#include <stdio.h>

void calculate (int num1, int num2) {

    int sum, difference;

    printf("Sum: %d\nDifference: %d\nProducts: %d\n", num1 + num2, num1 - num2, num1 \* num2);

}

int main () {

    int x, y;

    printf("Enter 1st number: ");

    scanf("%d", &x);

    printf("Enter 2st number: ");

    scanf("%d", &y);

    calculate (x, y);

}



#include <stdio.h>

double product (int num1, float num2) {

    int product;

    product = num1 \* num2;

    return product;

}

int main () {

    int x;

    float y;

    printf("Enter 1st number: ");

    scanf("%d", &x);

    printf("Enter 2nd number: ");

    scanf("%f", &y);

    printf("Product is %.2f\n", product(x, y));

}

1. 1. double hypotenuse (double side1, double side2);
   2. int smallest (int x, int y, int z);
   3. void instructions () {}
   4. float intFloat (int number);