**Functions:**

* A particular task that needs to be performed.
* A function needs to have a return statement.
* Two categories of functions
  + Standard libraries : printf, sqrt, abs, pow
  + User defined : user is defined his/her own task to be performed
* Syntax:

rdt fname(input args)

{

sts;

return rdt;

}

It is a homogenious elements.

Manam saperate ga variabe ichukovali

Syntax:

Dt Arrname[size]:

It contaning diff variables used for different purposes.

How to store the elements:

Arrname[indexvalue] ==value;

=> indexvalue from 0 to cap-1.

Whenever we r declaring variable we need to store int address

Add [20ch]=10

BA +(IV\*size of(dt))(internal programming )

The index should always b in integer.

TYPES:

1.Static array.-the size of the array is known before to the compl time.(static memory)

2.Dynamic array.- melloc, calloc,realloc (heap memory)

3.strachable array.

4.mutable array.

Stack smash happens when we go beyond the limit.

\* dimentional array:

Codes:

\*reversing of array.

Array Rule:

y[10.9] =access y[10]

Functions:

1.std lib function

Printf, sqrt, abs, pow

User defined

User is defining his/her own task to be performed.

rtd=returned data type.

Rdt fName(input args)

{

Sts;

Return rdt;

}

Scope of result will be limited once exciquited.

They are in the stack memory.(ex.val 1,val 2)

Where we use the int we should use int in the result.

We can pass n number of arguments.i

Function prototypes are used in the headder files.

Int add(int,int);

Function implementation should be in the .c file.

#ifndef ISPRIME\_H(protection of file)

Void disp()

Function without input args without return dt.

Int add(int, int);

Function without input args without return dt.

Void change

Function with i/p args without return dt.