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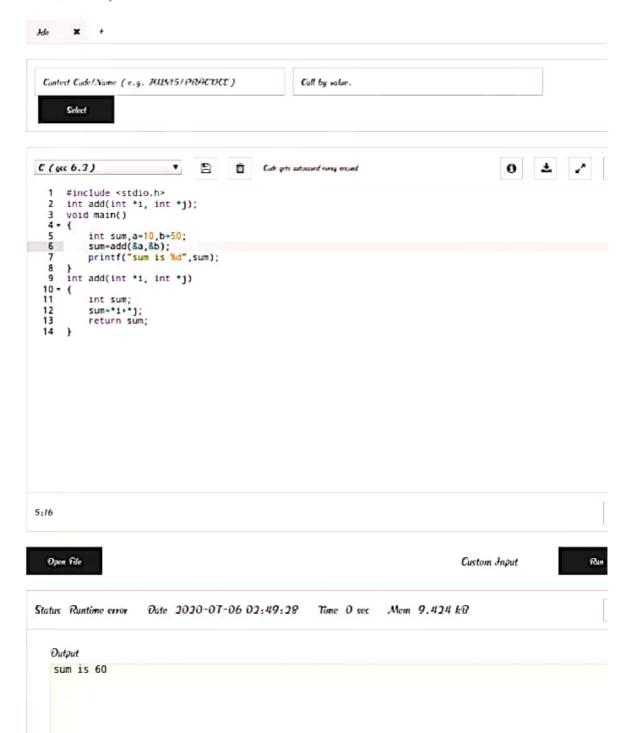




 ▶ PRACTICE & IEARN
 ▶ COMPETE
 ▶ DISCUSS DUR INTERTIVES D ASSOCIATE WITH ■ Morer

HOE

Code, Compile & Run





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► DUR ANTENDYES ► ASSOCIATE WITH

► MORE

'ode, Compile & Run

Context Code/Name (e.g. HUV15/PRACTICE) Solice	Call by value.	
	Gode gets autoioned every second	6 ± 2
1 #include <stdio.h></stdio.h>		
<pre>2 int add(int i, int j); 3 void main()</pre>		
4 • { 5 int sum,a=10,b=50; 6 sum=add(a,b);		
6 sum=add(a,b);		
<pre>7 printf("sum is %d",sum); 8 } 9 int add(int i, int j)</pre>		
8 }		
9 int add(int i, int j)		
10 - { 11 int sum;		
11 int sum; 12 sum=i+j;		
12 Sum-1+1.		
13 return sum;		

2:5

Open File

Custom Input

Date 2020-0T-06 02:4T:36 Time 0 sec Mem 9.424 kV

Dutput

sum is 60

C perogram to implement parameter passing technique. Passing banameters by call by reference. Algorithmi dlowdrant! (3tont) Step 1: Stort libut a= 10. b= 50 Steps: " upul a= 10, b= 50 Step3: Sum= add (la, lb) Sum= add (da, db) Step4: Dirplay sum is doplay sum Steps: Stop. (Stop) add (id*i. id*!) (i, * toi · i* toi) bloo Step1: Entry ENTRY Stepa: sum + i+*j Sum= xi+xi Step3: Beturn Sum (return sum Passing parameters by call by value Howhart: (Start) Algorithm: Proport a=10. b=50 Styl: Stoot Stybs: Pupul a=10, b=50 sum-add (a.b Styb3: Sum add (a,b) desplay sum 8t. pa: elliplay sum & Cstop Styls: Stop add (lut i, lut i) add (luti luti) Stepl: Ewry jum= i+j Step a: Sum= (+j Step3: return sum (Jehun Sum