

## Assignment - 12 (Call by Value, Call by Reference)

1. #include <stdio.h>

void pointN(int);

int main()

{

int x;

printf("Enter a number \n");

scanf("%d", &x);

pointN(x);

return 0;

}

void pointN(int n)

{

if (n > 0)

{

pointN(n-1);

printf("%d ", n);

}

}

2. #include <stdio.h>

void pointN(int);

int main()

{

int x;

printf("Enter a number \n");

scanf("%d", &x);

pointN(x);

}

return 0;

void pointN(int n)

{

if (n > 0)

{

printf ("%d", n);

pointN(n - 1);

{

{

3- #include <stdio.h>

void display(int);

int main()

{

int x;

printf ("Enter a number \n");

scanf ("%d", &x);

display(x);

return 0;

{

void display(int n)

{

if (n > 0)

{

display(n - 1);

printf ("%d", 2 \* n - 1);

{

{

4. #include <stdio.h>

int ~~dis~~ dis

void display (int);

int main()

{

int x;

printf("Enter a number \n");

scanf("%d", &x);

display(x);

return 0;

}

void display (int m)

{

if (m > 0) {

{

printf("%d ", 2\*m - 1);

display(m-1);

}

}

5. #include <stdio.h>

void display (int);

int main()

{

int x;

printf("Enter a number \n");

scanf("%d", &x);

display(x);

return 0;

}

```
void display ( int n )
```

{

```
    if ( n > 0 )
```

{

~~display ( n - 1 );~~

```
    printf ( "%d ", 2 * n );
```

}

}

```
6. #include <stdio.h>
```

```
void display ( int );
```

```
int main ( )
```

{

```
    int x;
```

```
    printf ( " Enter a number \n " );
```

```
    scanf ( "%d ", &x );
```

```
    display ( x );
```

```
    return 0;
```

}

```
void display ( int n )
```

{

```
    if ( n > 0 )
```

{

~~printf ( "%d ", 2 \* n );~~

```
    display ( n - 1 );
```

}

}

7 #include <stdio.h>  
void display(int);  
int main()  
{

    int x;  
    printf("Enter a number\n");  
    scanf("%d", &x);  
    display(x);  
    return 0;

}

void display(int n)

{

    if (n > 0)

{

        display(n - 1);  
        printf("%d ", n \* n);

}

}

8 #include <stdio.h>

void DtoB(int);

int main()

{

    int x;

    printf("Enter a number\n");

    scanf("%d", &x);

    DtoB(x);

    return 0;

}

```
void DtoB(int n) {
```

{

```
    if (n == 1)
```

```
        printf("1") ;
```

```
    else
```

{

```
        DtoB(n / 2) ;
```

```
        printf("%d", n % 2) ;
```

}

}