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);