**1. C program to read two integer numbers and find their sum, difference, product and quotient using separate function.**  
  
**Solution:**

#include<stdio.h>  
void sum(int x,int y)  
{  
     int z;  
     z=x+y;  
     printf("Sum : %d\n",z);  
}  
void diff(int x,int y)  
{  
     int z;  
     z=x-y;  
     printf("Difference : %d\n",z);  
}  
void mult(int x,int y)  
{  
     int z;  
     z=x\*y;  
     printf("Product : %d\n",z);  
}  
void div(int x,int y)  
{  
     float z;  
     z=x/(float)y;  
     printf("Division : %.2f\n",z);  
}  
int main()  
{  
     int a,b;  
     printf("Enter Two Numbers\n");  
     printf("---------------------------\n");  
     printf("Enter First Number  : ");  
     scanf("%d", &a);  
     printf("\nEnter Second Number : ");  
     scanf("%d",&b);  
     printf("---------------------------\n");  
     sum(a,b);  
     diff(a,b);  
     mult(a,b);  
     div(a,b);  
     return 0;  
}

2. **Calculate cube of a number with separate function cube.**  
  
**Solution:**

#include<stdio.h>  
float cube(long n)  
{  
     long c;  
     c=n\*n\*n;  
     return c;  
}  
int main()  
{  
     long a,z;  
     printf("Enter Number : ");  
     scanf("%ld",&a);  
     z=cube(a);  
     printf("\nCube of %ld = %ld",a,z);  
     return 0;  
}

3. **Design two functions area & perimeter which will return area and perimeter of a rectangle.**  
  
**Solution:**

#include<stdio.h>  
int rect\_area(int l,int w)  
{  
     int area;  
     area=l\*w;  
     return area;  
}  
int rect\_perimeter(int l,int w)  
{  
     int p;  
     p=2\*(l+w);  
     return p;  
}  
int main()  
{  
     int a,b,x,y;  
     printf("Enter Length of Rectangle : ");  
     scanf("%d",&a);  
     printf("\nEnter Width of Rectangle : ");  
     scanf("%d",&b);  
     x=rect\_area(a,b); // calling function rect\_area  
     y=rect\_perimeter(a,b); // calling function perimeter  
     printf("\nArea of Rectangle = %d\n\nPerimeter of Rectangle = %d",x,y);  
     return 0;  
}

**4. Write a C program to calculate the x to the power y without using standard function.**  
  
**Solution:**

#include<stdio.h>  
void power(int x,int y)  
{  
     int ans = 1, i;  
     for(i=1; i<=y; i++)  
          ans = ans\*x;  
     printf("  %d^%d : %d", x, y, ans);  
}  
int main()  
{  
     int x,y;  
     printf("/\*Calcualate : x^y\*/\n");  
     printf("\nEnter Value of x : ");  
     scanf("%d", &x);  
     printf("\nEnter Value of y : ");  
     scanf("%d", &y);  
     printf("----------------------\n");  
     power(x,y);  
     return 0;  
}