//DAY-1

//1.Addition of two numbers without functions

#include<stdio.h>

#include<stdlib.h>

void main()

{

int a,b,sum=0;

printf("enter a and b:");

scanf("%d%d",&a,&b);

sum=a+b;

printf("sum=%d",sum);

}

//2.Addition of two numbers using functions

//a) to accept values b)to add numbers c)to display results using suitable parameter passing technique

void accept(int \*a, int \*b)

{

printf("Enter a and b:");

scanf("%d%d", a, b);

}

void calculate(int a, int b, int \*sum)

{

\*sum = a+b;

}

void display(int sum)

{

printf("Result is %d\n",sum);

}

int main()

{

int a,b,sum;

accept(&a,&b);

calculate(a,b,&sum);

display(sum);

}

//3.To add two numbers using functions and function prototypes

void accept(int \*a, int \*b);

void calculate(int a, int b, int \*sum);

void display(int sum);

void accept(int \*a, int \*b)

{

printf("enter a and b:");

scanf("%d%d", a, b);

}

void calculate(int a, int b, int \*sum)

{

\*sum = a+ b;

}

void display(int sum)

{

printf("Result is %d\n",sum);

}

int main()

{

int a,b,sum;

accept(&a,&b);

calculate(a,b,&sum);

display(sum);

}

//4.Program to add two numbers , memory to store information must be acquired through dynamic memory allocation

void main()

{

int a,b,\*p,\*q,sum=0;

p=(int \*)malloc(sizeof(int));

q=(int \*)malloc(sizeof(int));

printf("Enter a and b:");

scanf("%d%d",&a,&b);

p=&a;

q=&b;

sum=\*p+\*q;

printf("sum=%d",sum);

}

//5.Program to add two numbers using functions,memory to store information must be acquired through dynamic memory allocation

void add(int \*p,int \*q)

{

int sum;

sum=\*p+\*q;

printf("sum=%d",sum);

}

void main()

{

int a,b,n,\*p,\*q;

p=(int \*)malloc(sizeof(int));

q=(int \*)malloc(sizeof(int));

printf("Enter a and b:");

scanf("%d%d",&a,&b);

p=&a;

q=&b;

add(p,q);

}

//6.Program to add two numbers using structures

#include<stdio.h>

struct sum

{

int a,b;

};

void main()

{

int add;

struct sum s;

printf("Enter two numbers:\n");

scanf("%d%d",&s.a,&s.b);

add=s.a+s.b;

printf("Sum=%d\n",add);

}

//7.Program to add two numbers using structures and functions

struct sum

{

int a, b;

};

typedef struct sum s;

s s1;

void add()

{

int sum;

sum= s.a+s.b;

printf("Sum=%d",sum);

}

int main()

{

int sum;

printf("Enter two numbers:\n");

scanf("%d%d",&s.a,&s.b);

add( );

}