```
⊟#include <string.h>
 #include <stdio.h>
 #include <stdlib.h>
 double func1(int, double, int[]);
∃void main(void)
     double aa = 15, cc = 8, result;
     int xx = 3, yy = 1, i, num, Div;
     int Array[4] = { 2, 1, 4, 3 };
     for (i = 4; i > 1; i--)
         num = 15 % i;
         switch (num)
         case 1:
             result = func1(xx, aa, Array);
             printf("result=%7.21f\n", result);
         case 2:
             Div = xx / cc;
             printf("Div=%5d\n", Div);
             result = func1(yy, cc, Array);
             printf("result = %.3lf\n", result);
             break;
         case 3:
             result = yy / xx;
             printf("result=%lf\n", result);
             break;
         default:
             printf("Math practice\n");
     printf("The array is Array = [%d %d %d %d]\n", Array[0], Array[1], Array[2], Array[3]);
     printf("Done!\n");
```

Review. What is the output?

Submit sheet of paper with your results!

```
double func1(int aa, double xx, int Var[])
{
    double num;
    int i;
    num = xx / aa;

    for (i = 0; i <= 3; i++)
    {
        Var[i] = 2 * Var[i];
    }
    return num;
}</pre>
```

```
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         num = 15 % i;
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     printf("The array is Array = [%d %d %d %d]\n", Array[0], Array[1], Array[2], Array[3]);
     printf("Done!\n");
```

Review. What is the output?

```
result=0.000000
Math practice
result= 5.00
Div= 0
result = 8.000
The array is Array = [8 4 16 12]
Done!
Press any key to continue . . .
```

```
double func1(int aa, double xx, int Var[])
{
    double num;
    int i;
    num = xx / aa;

    for (i = 0; i <= 3; i++)
    {
        Var[i] = 2 * Var[i];
    }
    return num;
}</pre>
```