Parametore with retwining realus

Algorithm?

Step 1 %-START

Read a=10, b=20 Stepa >

Step 3 -> Sum = add (a,b)

Step 4 -> STOP

add (i, j) function

Step1 > START.

Sum = (+) Step 2 >

Step 3 > Output Sum.

STOP Step 4 9

Flowchart 3 -.

add (1, j) · Sunction

STOP-

Stort Output sum / subwining

Lighthm &

Step 1 -> START

Step 2 > read a=10, b=20.

Step 3 > add (a,b)

Step u > STOP.

JunetPon, add. (Pot i, int j)

Step1 > START.

Step 2 > Prl- Sum.

Step 3 > Sum = 2+J.

Step u -> Output Sum.

Step 5-> \$70P

Flowchart ?

START)

Smbut a=10, b=20

L

add(a,b)

Sum = 2+9

L

Stop.

3 > Step. ladd() 1 > Start 62 > Anbut. 2=10, g=20. 3 > Sum = 2+g. pu > Output Sum. \$5 > STOPschart S START. add () STOP function void add () Input i= 10, j=20

Sum = ity

Dutput Sum STOP

Without parametre with suburning value.

Step 1 -> START

Step a > Sum = adol ()

Step 3 > Output Sum,

Step u > STOP

int add ()

Step 1 > Start.

Step 2 > 9 nput 2 = 10, g = 20.

Steb 3 > Return. Sum.

Step u > STOP.

Flowchart ?

