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Output

```
Enter the two numbers  
16 82  
Sum of two number is 98
```

Structure as function Argument

Program

```
#include <stdio.h>
```

```
struct add
```

```
{
```

```
    int a;
```

```
    int b;
```

```
};
```

```
void add (struct add s1);
```

```
int main()
```

```
{
```

```
    struct add s1;
```

```
    printf ("Enter the two numbers\n");
```

```
    scanf ("%d %d", &s1.a, &s1.b);
```

```
    printf ("%d\t%d\t", s1.a, s1.b);
```

```
    add (s1);
```

```
    return (0);
```

```
}
```

```
void add (struct add s1)
```

```
{
```

```
    int c
```

```
    c = s1.a + s1.b;
```

```
    printf ("\n Sum of two numbers is %d\n", c);
```

```
}
```

Output

Enter the two numbers

16

82

Sum of two numbers is 98.

Algorithm

step 1 - start

step 2 - Input $sl.a$

step 3 - Input $sl.b$

step 4 - add(sl)

step 5 - stop

Algorithm on add(sl)

step 1 - start

step 2 - $c = sl.a + sl.b$

step 3 - output c

step 4 - stop

Flowchart

