## **EXPERIMENT NO.5**

## **SOLUTIONS**

1 Swap two numbers using user defined function with no argument and no return type

```
ANS-
#include<stdio.h>
#include<conio.h>
void swap();
void main()
{clrscr();
swap();
getch();}
void swap()
{int c,d;
printf("enter two numbers\n");
scanf("%d%d",&c,&d);
 c=c+d;
 d=c-d;
 c=c-d;
 printf("\nc=%d",c);
```

```
printf("\nd=%d",d);
}
```

2) Implement a program to find square of number using function.

(Prototype: no argument, no return type)

```
ANS-
#include<stdio.h>
#include<conio.h>
void min(int a,int b);
void main()
{int a,b;
clrscr();
printf("enter two numbers\n");
scanf("%d%d",&a,&b);
min(a,b);
getch();}
void min(int a,int b)
{if(a<b)
{printf("a is minimum");}
else
{printf("b is minmum");
```

```
}
```

3) Implement a program to find minimum of number using function

(Prototype: with argument, no return type)

```
ANS-
#include<stdio.h>
#include<conio.h>
void min(int a,int b);
void main()
{int a,b;
clrscr();
printf("enter two numbers");
scanf("%d%d",&a,&b);
min(a,b);
getch();
}
void min(int a,int b)
{if(a<b)
{printf("ais min");}
```

```
else
{printf("b is min");}
}
```

4) Implement a program to find maximum of two numbers using function

(Prototype: no argument, with return type)

```
ANS-
#include<stdio.h>
#include<conio.h>
int max();
void main()
{int y;
clrscr();
y=max();
printf("max=%d",y);
getch();
}
int max()
{int a,b;
printf("enter two numbers\n");
scanf("%d%d",&a,&b);
```

```
if(a>b)
{return(a);}
else
{return(b);}
}
5)
     Implement a program to find average of three numbers using
function
(Prototype: with argument, with return type)
(Use any prototype for following)
ANS-
#include<stdio.h>
#include<conio.h>
int avg(int a,int b,int c);
void main()
{int a,b,c,A;
clrscr();
printf("enter three numbers\n");
scanf("%d%d%d",&a,&b,&c);
A=avg(a,b,c);
printf("average=%d",A);
getch();
```

```
}
int avg(int a,int b,int c)
{int average;
average=(a+b+c)/3;
return(average);}
```