P1.c

1 #include<stdio.h>

2 int add(int,int);

3 int main()

4 {

5 int a,b,ret;

6 int (\*ptr)(int,int);

7 printf("enter a value...\n");

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

9 printf("enter b value...\n");

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

11 ptr=add;

12 //ret=add(a,b);

13 ret=(\*ptr)(a,b);

14 printf("add:%d\n",ret);

15 }

16 int add(int m,int n)

17 {

18 int res;

19 res=m+n;

20 return res;

21 }

P2.c

//call back functions

1 #include<stdio.h>

2 int add(int,int);

3 int sub(int,int);

4 int fun(int(\*)(int,int),int,int);

5 int main()

6 {

7 int a,b,op,ret;

8 printf("enter a value...\n");

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

10 printf("enter b value....\n");

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

12 printf("1:add 2:sub\n");

13 printf("enter option...\n");

14 scanf("%d",&op);

15 if(op==1)

16 {

17 ret=fun(add,a,b);

18 printf("add:%d\n",ret);

19 }

20 else if(op==2)

21 {

22 ret=fun(sub,a,b);

23 printf("sub:%d\n",ret);

24 }

25 else

26 printf("invalid option...\n");

27 }

Fun1.c

1 int fun(int(\*ptr)(int,int),int m,int n)

2 {

3 int res;

4 res=(\*ptr)(m,n);

5 return res;

6 }

Add.c

1 int add(int x,int y)

2 {

3 return(x+y);

4 }

Sub.c

1 int sub(int x,int y)

2 {

3 return(x-y);

4 }