1.WAP to find area of a rectangle using functions with parameters and with return statement

Program

```
#include <stdio.h>

int area(int l,int w) //function definition
{
   return l*w;
}

void main()
{
   int area (int,int); //prototype
   int l,w,r;
   printf("Enter Length and Width:");
   scanf("%d%d",&l,&w);
   r=area(l,w);
   printf("Area Is:%d",r);
}
```

2.WAP to find the simple interest using functions without parameters but with return statement

Program

```
#include <stdio.h>

int find()
{
   int si,p,r,t;
   printf("Enter p,t,r Values:");
   scanf("%d%d%d",&p,&t,&r);
   si=p*t*r/100;
}

void main()
{
   int find(); //prototype
   int r;
   r=find(); //fucntion calling
   printf("SimpleINtrest:%d",r);

}
```

3.WAP to check whether the number is even or odd using functions but without return and with parameters

Program

```
#include <stdio.h>

void check(int no)
{
   if(no%2==0)
      printf("Even");
   else
      printf("odd");
}
```

```
void main()
{
   void check(int); //prototype
   int no;
   printf("Enter a Number:");
   scanf("%d",&no);
   check(no);
   printf("it is =%d",no);
}
```

4.WAP to do swap of two numbers using functions but without return and without arguments

Program

```
#include <stdio.h>

void swap()
{
   int a,b,t;
   printf("Enter Two Numbers:");
   scanf("%d%d",&a,&b);
   t=a;
   a=b;
   b=t;
   printf("Swapped Value a=%d",a);
   printf("\nSwapped value b=%d",b);
   }

   void main()
   {
      void swap();
      swap();
   }
```