

```
#include <stdio.h>

// Function declaration
float calculateElectricBill(int units);

int main() {
    int units;
    float bill;

    // Input
    printf("Enter number of units consumed: ");
    scanf("%d", &units);

    // Function call
    bill = calculateElectricBill(units);

    // Output
    printf("Total bill amount = KSh. %.2f\n", bill);

    return 0;
}

// Function definition
float calculateElectricBill(int units) {
    float total;

    if (units <= 100) {
        total = units * 10;
    }
    else if (units <= 200) {
        total = (100 * 10) + (units - 100) * 15;
    }
    else {
        total = (100 * 10) + (100 * 15) + (units - 200) *
20;
    }

    return total;
}
```