**Functions**

**Type-I With Arguments and With Return Values**

main() {

int add(int, int);

int a, b, c;

printf("\t\t\tFunctions\n");

printf("\t\t\t---------\n");

printf("\t\t\tType-I\n");

printf("\t\t\t------\n");

printf("\tWith Arguments and With Return Value\n");

printf("\t------------------------------------\n");

printf("Enter the numbers a and b:\n");

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

c = add(a, b);

printf("The Result is : %d\n",c);

getch();

}

int add(int x, int y) {

int z;

z = x + y;

return z;

}

**Type-II Without Arguments and With Return Values**

main() {

int add();

int c;

printf("\t\t\tFunctions\n");

printf("\t\t\t---------\n");

printf("\t\t\tType-II\n");

printf("\t\t\t-------\n");

printf("\tWithout Arguments and With Return Value\n");

printf("\t---------------------------------------\n");

c = add();

printf("The Result is : %d\n",c);

getch();

}

int add() {

int x, y, z;

printf("Enter the numbers x and y:\n");

scanf("%d %d", &x, &y);

z = x + y;

return z;

}

**Type-III With Arguments and Without Return Values**

#include <stdio.h>

main() {

void add(int, int);

int a, b;

printf("\t\t\tFunctions\n");

printf("\t\t\t---------\n");

printf("\t\t\tType-III\n");

printf("\t\t\t--------\n");

printf("\tWith Arguments and Without Return Value\n");

printf("\t---------------------------------------\n");

printf("Enter the numbers a and b:\n");

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

add(a, b);

getch();

}

void add(int x, int y) {

int z;

z = x + y;

printf("The Result is : %d\n",z);

}

**Type-IV Without Arguments and Without Return Values**

main() {

void add();

int a, b;

printf("\t\t\tFunctions\n");

printf("\t\t\t---------\n");

printf("\t\t\tType-IV\n");

printf("\t\t\t-------\n");

printf("\tWithout Arguments and Without Return Value\n");

printf("\t------------------------------------------\n");

add();

getch();

}

void add() {

int a, b, c;

printf("Enter the numbers a and b:\n");

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

c = a + b;

printf("The Result is : %d\n",c);

}