LAB5 – Functions
Exercise 1

MAIN PROGRAM

- Write a main program to do followings.
  - Ask user to enter an integer N.
  - Call the function **Test_and_Display.** (Pass the number N to the function.)

Test_and_Display FUNCTION

- Prototype :

```
void Test_and_Display (int sayi);
```

- The function takes an integer as argument.
- The return type is void.
- Function should determine whether the number is **Odd or Even**.
- Function should display a relevant message on screen.

1

Exercise 2

MAIN PROGRAM

- Modify the previous program.
- In this version, define a **GLOBAL** integer variable N. (Before the main program and the function).
- In main program, ask user to enter the value of the N variable.
- Call the **Test_and_Display2** function. (Do not pass anything to the function.)

Test_and_Display2 FUNCTION

- Prototype :

```
void Test_and_Display2 ();
```

- Function takes no arguments.
- The return type is void.
- Function should use the global integer variable N.

2

Exercise 3

MAIN PROGRAM

- Write a main program to do followings.
  - Ask user to enter two float numbers (A and B).
  - Call the following function two times and display the result (returned value from function) on screen.
  - Each time, pass A, B and an operation symbol to function.

Aritmetik FUNCTION

- Prototype :

```
float  Aritmetik (float x, float y, char sym);
```

- Based on the symbol, function should calculate and return a result.
- Valid operation symbols:
  * means multiplication : x*y
  ^ means exponention : x^y

3

Exercise 4

MAIN PROGRAM

- Write a main program to do followings.
  - Define PI constant as a global symbol with 3.14 value.
  - Ask user to enter radius (Rad) of a circle.
  - Call the following two functions.

FUNCTIONS

- Prototypes:

```
float cevre(float r);
float alan(float r);
```

4

Exercise 5

MAIN PROGRAM

- Write a main program to do followings.
  - Ask user to enter an integer N.
  - By looping from 2 to N, call the function described below. (Pass the loop counter i as argument.)

FUNCTION

- Prototype:

```
void cizim (int X);
```

- Function should display a **square frame** with X by X sizes on screen.
- For frame displaying, the * symbol can be used.

5