// This program demonstrates a function with three parameters.

/\*#include <iostream>

using namespace std;

// Function Prototype

void showSum(int, int, int);

void showSub(int, int, int);

void showMult(int, int, int);

void showDiv(int, int);

void showMod(int, int);

int main()

{

int value1, value2, value3;

// Get three integers.

cout << "Enter three integers and I will display ";

cout << "their sum: ";

cin >> value1 >> value2 >> value3;

// Call showSum passing three arguments.

showSum(value1, value2, value3);

showSub(value1, value2, value3);

showMult(value1, value2, value3);

showDiv(value1, value2);

showMod(value1, value2);

return 0;

}

// Definition of function showSum.

// It uses three integer parameters. Their sum is displayed.

void showSum(int num1, int num2, int num3)

{

cout << "The sum is: " << (num1 + num2 + num3) << endl;

}

void showSub(int num1, int num2, int num3)

{

cout << "The subtraction is: " << (num1 - num2 - num3) << endl;

}

void showMult(int num1, int num2, int num3)

{

cout << "The multiplication is: " << (num1 \* num2 \* num3) << endl;

}

void showDiv(int num1, int num2)

{

cout << "The division is: " << (num1 / num2) << endl;

}

void showMod(int num1, int num2)

{

cout << "The modulus is: " << (num1 % num2) << "%" << endl;

}\*/

// This program uses a function that returns true or false.

#include <iostream>

using namespace std;

// Function prototype

bool isEven(int);

int main()

{

int val;

// Get a number from the user.

cout << "Enter an integer and I will tell you ";

cout << "if it is even or odd: ";

cin >> val;

// Indicate whether it is even or odd.

if (isEven(val))

cout << val << " is even.\n";

else

cout << val << " is odd.\n";

return 0;

}

// Definition of function isEven. This function accepts an integer argument and

// tests it to be even or odd. The function returns true if the argument is even

// or false if the argument is odd. The return value is a bool.

bool isEven(int number)

{

bool status;

if (number % 2 == 0)

status = true; // The number is even if there is no remainder.

else

status = false; // Otherwise, the number is odd.

return status;

}