Program 1: Addition of two numbers without functions.

#include<stdio.h>

void main(){

int a,b,sum;

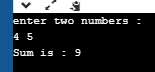
printf("enter two numbers : \n");

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

sum=a+b;

printf("Sum is : %d",sum);

}



Program 2: Addition of two numbers using functions

#include<stdio.h>

void input(int \*p, int \*q){

printf("enter two numbers : \n");

scanf("%d%d",p,q);

}

void calculate(int p, int q, int \*sum ){

\*sum = p+q;

}

void display(int sum){

printf("Sum is : %d ",sum);

}

void main(){

int a,b, sum;

input(&a,&b);

calculate(a,b,&sum);

display(sum);

}



Program 3:

#include<stdio.h>

void input(int \*,int \*);

void calculate(int, int , int \*);

void display(int);

void main(){

int a,b, sum;

input(&a,&b);

calculate(a,b,&sum);

display(sum);

}

void input(int \*p, int \*q){

printf("enter two numbers : \n");

scanf("%d%d",p,q);

}

void calculate(int p, int q, int \*sum ){

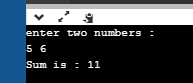
\*sum = p+q;

}

void display(int sum){

printf("Sum is : %d ",sum);

}



Program 4:

#include<stdio.h>

#include<stdlib.h>

void main(){

int \*a,\*b,\*sum;

a=(int\*)malloc(sizeof(int));

b=(int\*)malloc(sizeof(int));

sum=(int\*)malloc(sizeof(int));

printf("enter two numbers \n");

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

sum=\*a+\*b;

printf(" sum is %d",sum);

}

