#include<stdio.h>

// function prototype, also called function declaration

float square ( float x );

// main function, program starts from here

int main( )

{

float m, n ;

printf ( "\nEnter some number for finding square \n");

scanf ( "%f", &m ) ;

// function call

n = square ( m ) ;

printf ( "\nSquare of the given number %f is %f",m,n );

}

float square ( float x ) // function definition

{

float p ;

p = x \* x ;

return ( p ) ;

}

