

1 .Write a function to print squares of n natural numbers.

Solution:

main.cpp	Output
<pre>1 #include <iostream> 2 using namespace std; 3 4 void firstNSquares(int n) { 5 for(int i = 1; i <= n; ++i) { 6 cout << i << " " << i*i << endl; 7 } 8 } 9 10 int main() { 11 int n; 12 cin >> n; 13 firstNSquares(n); 14 return 0; 15 }</pre>	<pre>/tmp/QGrfI5iQpY.o 5 1 1 2 4 3 9 4 16 5 25 === Code Execution Successful ===</pre>

2. Write a function to take the radius of a circle as an argument and return its area.

Solution:

main.cpp	Output
<pre>1 #include <iostream> 2 using namespace std; 3 4 float area(float n) { 5 6 float area = 3.14*n*n; 7 8 return area; 9 } 10 11 int main() { 12 float r; 13 cin >> r; 14 float area2 = area(r); 15 cout<<area2<<endl; 16 return 0; 17 }</pre>	<pre>/tmp/T1k34gE4J0.o 5 78.5 === Code Execution Successful ===</pre>




3. Given two numbers a and b, write a function to print all odd numbers between them.

Solution:

main.cpp	Output
<pre>1 #include <iostream> 2 using namespace std; 3 4 void print_odd_number(int x,int y) { 5 for(int i=x;i<=y;i++){ 6 if(i%2==1){ 7 cout<<i<<" "; 8 }} 9 } 10 int main() { 11 int a,b; 12 cin >> a>>b; 13 print_odd_number(a,b); 14 return 0; 15 }</pre>	<pre>/tmp/EAWxirOK1z.o 3 14 3 5 7 9 11 13 === Code Execution Successful ===</pre>

4. Write a function to count the number of digits in a number and then print the square of this number.

Solution:

main.cpp	   Share	Run	Output
<pre>1 #include<iostream> 2 using namespace std; 3 4 int square(int n) { 5 return n * n; 6 } 7 int Digits(int x) { 8 int ans = 0; 9 while(x > 0) { 10 ans++; 11 x /= 10; 12 } 13 return ans; 14 } 15 16 int main() { 17 int n; 18 cin >> n; 19 int digits = Digits(n); 20 cout << square(digits) << endl; 21 return 0; 22 }</pre>			<pre>/tmp/8BX42fLZJA.o 1234 16 === Code Execution Successful ===</pre>

5. The minimum number of functions present in any C++ program is:

Solution: 1 (main function)

6. A function may be called more than once from any other function.

Solution: TRUE (we can call as many times that we want)

7. Can the same function name be used for different functions without any conflict?

Solution:

You can use the same name for different functions without any issues as long as the functions either have different argument types or a different number of arguments. However, if the functions differ only by their return type, they cannot share the same name because the compiler wouldn't be able to determine which function to call