Different ways to display a function

1. Using cout inside function

#include <iostream>

#include <cmath>

using namespace std;

double mypow(double base, double p);

int main()

{

int num, n;

cout << "Enter number:";

cin >> num;

cout << "Enter the power:";

cin >> n;

mypow(num, n);

return 0;

}

double mypow(double base, double p)

{

double pow = 1;

for (int i = 1; i <= p; i++)

{

pow \*= base;

}

cout<< pow<<endl;

return 0;

}

Output:

2

2

4

1. Using return only

#include <iostream>

#include <cmath>

using namespace std;

double mypow(double base, double p);

int main()

{

int num, n;

cout << "Enter number:";

cin >> num;

cout << "Enter the power:";

cin >> n;

mypow(num, n);

cout << mypow(num, n);

return 0;

}

double mypow(double base, double p)

{

double pow = 1;

for (int i = 1; i <= p; i++)

{

pow \*= base;

}

return pow;

}

Output

2

2

4

1. Special example

#include <iostream>

#include <cmath>

using namespace std;

double mypow(double base, double p);

int main()

{

int num, n;

cout << "Enter number:";

cin >> num;

cout << "Enter the power:";

cin >> n;

mypow(num, n);

cout << mypow(num, n);

return 0;

}

double mypow(double base, double p)

{

double pow = 1;

for (int i = 1; i <= p; i++)

{

pow \*= base;

}

cout << pow;

return 0;

}

2

2

4 4 0

If it was return 1;

2

2

4 4 1

1. No cout in func or main

#include <iostream>

#include <cmath>

using namespace std;

double mypow(double base, double p);

int main()

{

int num, n;

cout << "Enter number:";

cin >> num;

cout << "Enter the power:";

cin >> n;

mypow(num, n);

return 0;

}

double mypow(double base, double p)

{

double pow = 1;

for (int i = 1; i <= p; i++)

{

pow \*= base;

}

return pow;

}

Output is nothing