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/*
A function is an independent piece of code that performs a specific task.
A function has three components: Name of the function, Parameter list(Input to the function), Return type(Output from the function)
*/
#include<stdio.h>
//Function prototype or Function Declaration (Name, parameter list and return type are declared)
int getInput(void);
void square1(void);// No parameter, No return type
void square2(int);//One parameter, No return type
int square3(void);//No parameter, int return type
int square4(int); // One parameter, int return type

//Function Definition (Body of the function is defined. How the function performs the task is defined)
int getInput(void)
{
   int a;
   printf("\nEnter any number:");
   scanf("%d",&a);
   return(a);
}

void main(void)
{
        int x,y;
        int a=2;

        square1();//Function calling (Using the function)
        square2(a);
        x=square3();
        y=square4(4);
   printf("\na in main=%d\n",a);
        printf("\nResult from square3 function =%d\n",x);
        printf("\nResult from square4 function =%d\n",y);
   return;
}
void square1(void)
{
        int a;
        a=getInput();
        a=a*a;
        printf("\nResult from square1 function =%d\n",a);
}
void square2(int a)
{
        a=a*a;
        printf("\nResult from square2 function =%d\n",a);
        printf("\na in square2 function =%d\n",a);
}
```

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int square3(void)
{
	int a;
	a=getInput();
	a=a*a;
	return(a);
}
int square4(int a)
{
	a=a*a;
	return(a);
}
```