```
#include<stdio.h>
float fun(float x,float y)
{
     float f;
     f=x+y;
     return f;
}
int main()
{
     float a,b,x,y,h,t,k;
     printf("\nEnter x0,y0,h,xn: ");
     scanf("%f%f%f%f",&a,&b,&h,&t);
     x=a;
     y=b;
     printf("\n x\t y\n");
     while(x<=t)</pre>
     {
           k=h*fun(x,y);
           y=y+k;
           x=x+h;
           printf("%0.3f\t%0.3f\n",x,y);
     }
return 0;
}
```