#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)

{

k=h\*fun(x,y);

y=y+k;

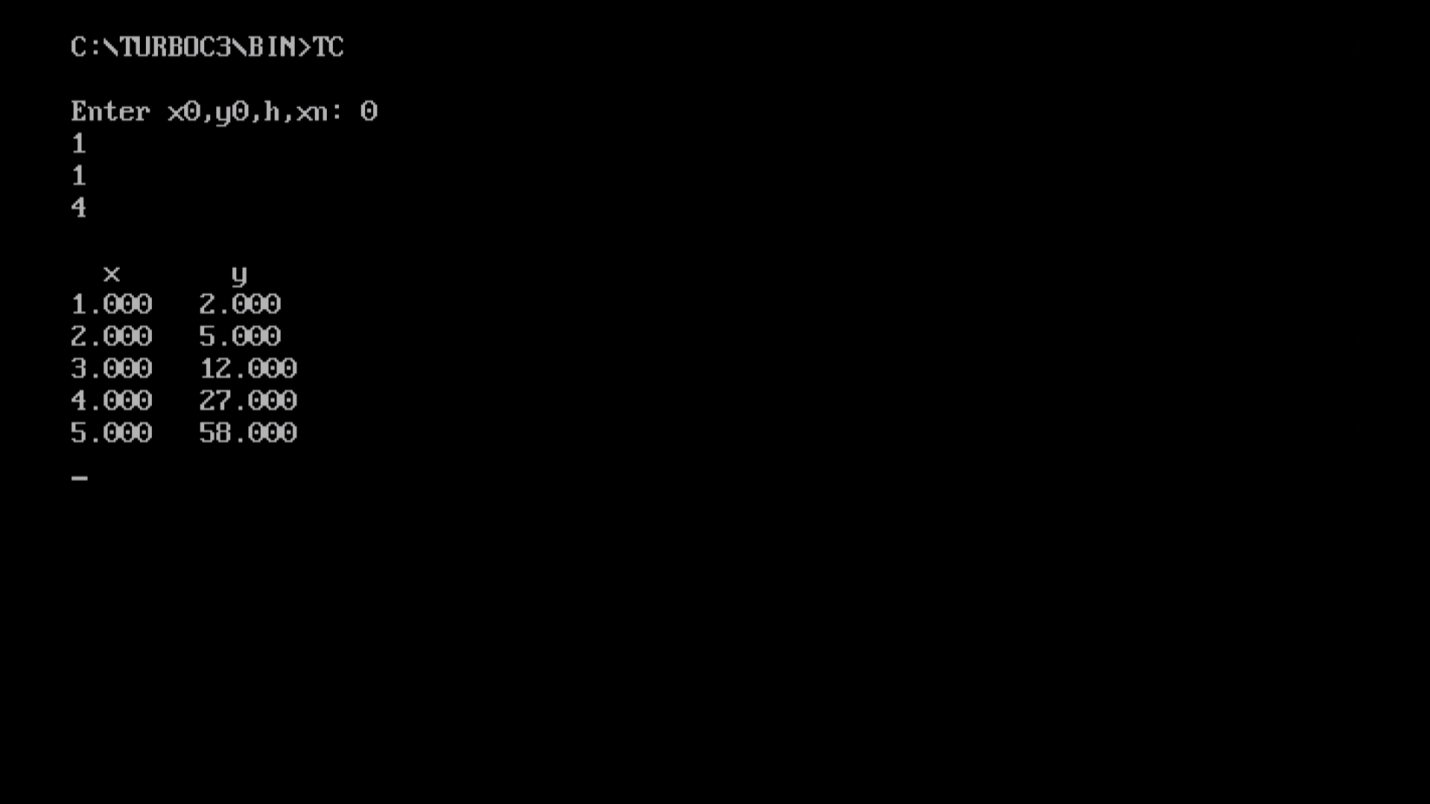
x=x+h;

printf("%0.3f\t%0.3f\n",x,y);

}

return 0;

}

****