



Lesson 75 Practice 18

In the previous lesson, we learned how to **return** a number and learned the difference between **Void** and **int**.

In this lesson, we want to make a function that deals with the word (string) and converts the existing letters from **small** to **capital**.

But there is a problem that the function does not return an Array. It returns a number or a letter

But how will we overcome this problem?

Array name is a **pointer**. We remember together when we were using the scanf command for a number or a letter we used to put **&**, but when we scanf for a word or sentence (characters of array (we didn't use &, but why didn't we use it), (**&variable**) It is the **address** of the variable, but here in the array there are multiple places, so if we have a set of numbers recorded in the array, here x[0] is the **address** of the array, and x is the address of the first place in the array, so we will make a pointer for the function . We make the function return using a **pointer** because it indicates the address.

```
char x[100];
```

```
scanf("%s", x);
```

//or like that

```
scanf("%s", &x[0]);
```

->Function :



```
#include <stdio.h>
char * Upper(char y[]) {
    int i;
    for (i = 0; y[i]; i++)
        if (y[i] >= 'a' && y[i] <= 'z')
            y[i] = y[i] - 32;
    return y;
}
//returned the name of the array or
//we can return the first element &y[0]

int main() {
    char x[100];
    printf("What is your name: ");
    scanf("%s", &x[0]);
    //scanf("%s", x);
    printf("%s", Upper(x));
}
```

input:

ahmed

output:

AHMED

Try the code : [Click here!](#)



Using **VOID** :

```
#include <stdio.h>

void Upper(char y[]) {
    int i;
    for (i = 0; y[i]; i++)
        if (y[i] >= 'a' && y[i] <= 'z')
            y[i] = y[i] - 32;
    return;
    //return nothing because void
}

int main() {
    char x[100];
    printf("What is your name: ");
    scanf("%s", x);
    Upper(x);
    printf("%s",x);
}
```

input:

ahmed

output:

AHMED

Try the code : [Click here !](#)



```
#include <stdio.h>
int fun(int y) {
    if (y > 0)
        return 10;
```



```
return -10;}  
int main() {  
int x = 0;  
int z = fun(x);  
printf("%d", z);  
}
```

output:

-10

Try the code : [Click Here!](#)