

Day : Functions (8-8-2025)

1. Write a function to find the factorial of a number.

IPO:

- **Input:** Integer n
- **Process:** Multiply numbers from 1 to n
- **Output:** Factorial of n

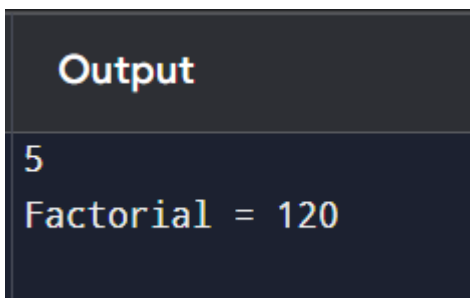
Program

```
#include <stdio.h>

int factorial(int n)
{
    int fact = 1;
    for (int i = 1; i <= n; i++)
        fact *= i;
    return fact;
}

int main()
{
    int num;
    scanf("%d", &num);
    printf("Factorial = %d\n", factorial(num));
    return 0;
}
```

Output



```
Output
5
Factorial = 120
```

2. Write a function to check whether a number is prime.

IPO:

- **Input:** Integer n

- **Process:** Check if divisible by any number from 2 to n-1
- **Output:** Prime or not

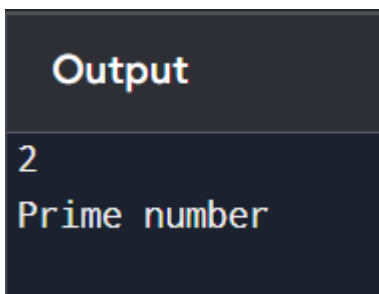
Program

```
#include <stdio.h>

int isPrime(int n)
{
    if (n <= 1) return 0;
    for (int i = 2; i < n; i++)
        if (n % i == 0)
            return 0;
    return 1;
}

int main()
{
    int num;
    scanf("%d", &num);
    if (isPrime(num))
        printf("Prime number\n");
    else
        printf("Not prime\n");
    return 0;
}
```

Output



```
Output
2
Prime number
```

3. Write a function to calculate power using recursion.

IPO:

- **Input:** Base x, exponent y

- **Process:** Multiply x recursively y times
- **Output:** Result of x^y

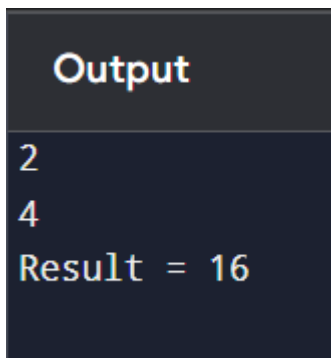
Program

```
#include <stdio.h>

int power(int x, int y)
{
    if (y == 0)
        return 1;
    return x * power(x, y - 1);
}

int main()
{
    int base, exp;
    scanf("%d%d", &base, &exp);
    printf("Result = %d\n", power(base, exp));
    return 0;
}
```

Output



```
Output
2
4
Result = 16
```

4. Write a function to check palindrome number using recursion.

IPO:

- **Input:** Number
- **Process:** Reverse number using recursion
- **Output:** Palindrome or not

Program

```
#include <stdio.h>

int reverseNum(int num, int rev)
{
    if (num == 0)
        return rev;

    return reverseNum(num / 10, rev * 10 + num % 10);
}

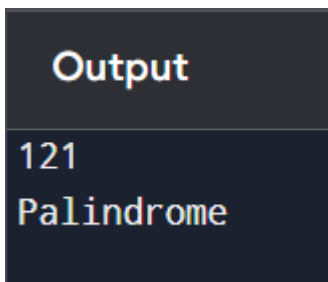
int main()
{
    int num;

    scanf("%d", &num);

    if (num == reverseNum(num, 0))
        printf("Palindrome\n");
    else
        printf("Not palindrome\n");

    return 0;
}
```

Output

A screenshot of a terminal window with a dark background. The word "Output" is displayed in a light blue font at the top. Below it, the number "121" is printed in a light blue font. At the bottom, the word "Palindrome" is printed in a light blue font.

5. Write a function to calculate nCr (combinations).

IPO:

- **Input:** n, r
- **Process:** Formula $nCr = n! / (r! * (n-r)!)$
- **Output:** Value of nCr

Program

```

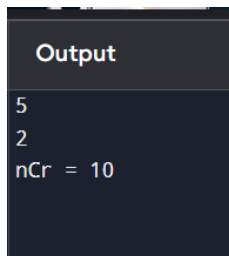
#include <stdio.h>

int fact(int n)
{
    int f = 1;
    for (int i = 1; i <= n; i++)
        f *= i;
    return f;
}

int main()
{
    int n, r;
    scanf("%d%d", &n, &r);
    printf("nCr = %d\n", fact(n) / (fact(r) * fact(n - r)));
    return 0;
}

```

Output



6. Write a program to demonstrate call by value and call by reference.

IPO:

- **Input:** Two numbers
- **Process:** Show difference in passing values vs addresses
- **Output:** Values swapped or not

Program

```

#include <stdio.h>

void swapByValue(int m, int n)
{
    int temp = m;

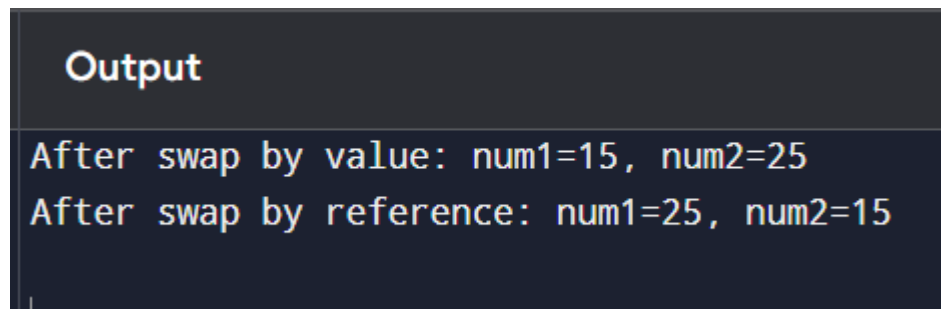
```

```

    m = n;
    n = temp;
}
void swapByReference(int *m, int *n)
{
    int temp = *m;
    *m = *n;
    *n = temp;
}
int main()
{
    int num1 = 15, num2 = 25;
    swapByValue(num1, num2);
    printf("After swap by value: num1=%d, num2=%d\n", num1, num2);
    swapByReference(&num1, &num2);
    printf("After swap by reference: num1=%d, num2=%d\n", num1, num2);
    return 0;
}

```

Output



```

Output
After swap by value: num1=15, num2=25
After swap by reference: num1=25, num2=15

```

7. Write a program using function to swap two numbers.

IPO:

- **Input:** Two numbers
- **Process:** Exchange values
- **Output:** Swapped numbers

Program

```

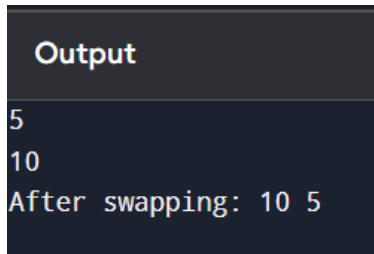
#include <stdio.h>

void swap(int *a, int *b)
{
    int temp = *a;
    *a = *b;
    *b = temp;
}

int main()
{
    int x, y;
    scanf("%d%d", &x, &y);
    swap(&x, &y);
    printf("After swapping: %d %d\n", x, y);
    return 0;
}

```

Output



```

Output
5
10
After swapping: 10 5

```

8. Write a recursive function to find the nth Fibonacci number.

IPO:

- **Input:** n
- **Process:** Recursively find nth term
- **Output:** nth Fibonacci number

Program

```

#include <stdio.h>

int f(int n)
{

```

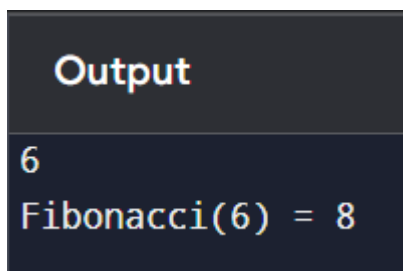
```

    if (n <= 1)
        return n;
    return f(n - 1) + f(n - 2);
}

int main()
{
    int n;
    scanf("%d", &n);
    printf("Fibonacci(%d) = %d\n", n, f(n));
    return 0;
}

```

Output



```

Output
6
Fibonacci(6) = 8

```

9. Write a program to find GCD and LCM using functions.

IPO:

- **Input:** Two numbers
- **Process:** GCD by Euclid's method, LCM formula = $(a*b)/\text{GCD}$
- **Output:** GCD and LCM

Program

```

#include <stdio.h>

int gcd(int a, int b)
{
    if (b == 0)
        return a;
    return gcd(b, a % b);
}

```

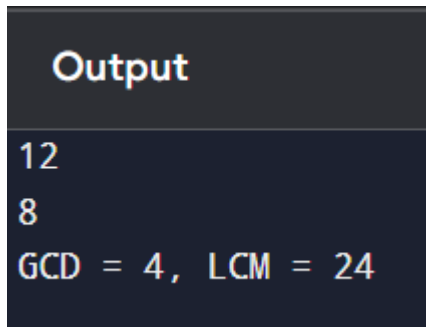


```

int main()
{
    int a, b;
    scanf("%d%d", &a, &b);
    int g = gcd(a, b);
    int l = (a * b) / g;
    printf("GCD = %d, LCM = %d\n", g, l);
    return 0;
}

```

Output



The screenshot shows the output of the program on a dark background. The word "Output" is at the top in a light blue font. Below it, the numbers "12" and "8" are displayed on separate lines. The final line shows the result of the calculations: "GCD = 4, LCM = 24".

10. Write a program to demonstrate global and local variables.

IPO:

- **Input:** None (values inside program)
- **Process:** Show variable scope
- **Output:** Different values for same variable name

Program

```

#include <stdio.h>

int g = 10;

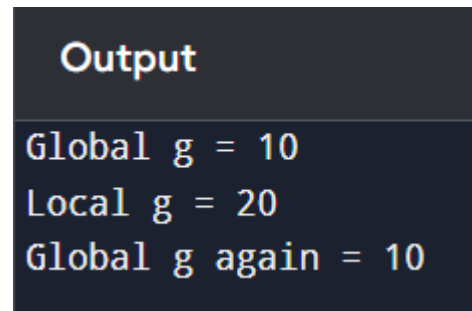
void display()
{
    int g = 20;
    printf("Local g = %d\n", g);
}

int main()
{

```

```
printf("Global g = %d\n", g);  
display();  
printf("Global g again = %d\n", g);  
return 0;  
}
```

Output



```
Output  
Global g = 10  
Local g = 20  
Global g again = 10
```