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section: CS-1B

Practice Problem 7

Task 1:

Code:

```
#include<stdio.h>
int check_number(int number);
int main()
{
 int number;

 printf("Enter a number");
 scanf("%d",&number);

 int check_number(int number);

 if (number %2 ==0)
 {
  printf("Number is even");
  }

  else
  {
    printf("Number is odd");
    }

 return 0;
 }
 int check_number(int number)
 {
  return number %2;
 }
```

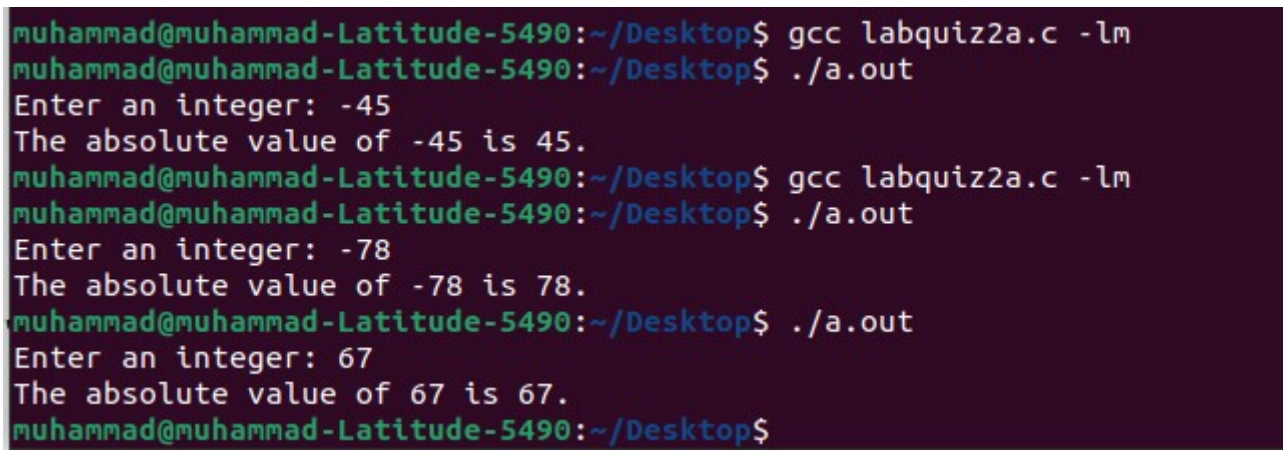
Output:

Task 2:

Code:

```
#include <stdio.h>
#include<math.h>

int myAbsolute(int num) ;

int main() {
   int num;

   printf("Enter an integer: ");
   scanf("%d", &num);

int myAbsolute(int num);

   printf("The absolute value of %d is %d.\n", num, myAbsolute(num));

   return 0;
}
int myAbsolute(int num)
{
   if (num < 0)
   {
       num = pow(num, 2);
       num = sqrt(num);
   }
   else
   {
      return num;
   }
   }
```

Output:



Task 3:

Code:

```
#include<stdio.h>
#include<math.h>
float distance(float x1, float x2, float y1, float y2);

int main()
{
 float x1,x2,y1,y2;

 printf("Enter value of x1:");
 scanf("%f",&x1);
 printf("Enter value of x2:");
 scanf("%f",&x2);
 printf("Enter value of y1:");
 scanf("%f",&y1);
 printf("Enter value of y2:");
 scanf("%f",&y2);

 float distance(float x1, float x2, float y1, float y2);

 printf("Distance is =%f",distance(x1, x2, y1, y2) );



 return 0;
 }
  float distance(float x1, float x2, float y1, float y2)
  {
   float distance ;
   distance = sqrt (((x2-x1)*(x2-x1)) + ((y2-y1)*(y2-y1)));

   return distance;

 }
```

Output:

```
muhammad@muhammad-Latitude-5490:~/Desktop$ gcc labtaskb.c -lm
muhammad@muhammad-Latitude-5490:~/Desktop$ ./a.out
Enter value of x1: 2
Enter value of x2: 5
Enter value of y1: 3
Enter value of y2: 7
Distance is =5.000000muhammad@muhammad-Latitude-5490:~/Desktop$
```