

```
1  #include <stdio.h>
2
3  int main(void)
4  {
5      //function declarations
6      int AddIntegers(int, int);
7      int SubtractIntegers(int, int);
8      float AddFloats(float, float);
9
10     //variable declaration
11     typedef int (*AddIntsFnPtr)(int, int);
12     AddIntsFnPtr ptrAddTwoIntegers = NULL;
13     AddIntsFnPtr ptrFunc = NULL;
14
15     typedef float (*AddFloatsFnPtr)(float, float);
16     AddFloatsFnPtr ptrAddTwoFloats = NULL;
17
18     int iAnswer = 0;
19     float fAnswer = 0.0f;
20
21     //code
22     ptrAddTwoIntegers = AddIntegers;
23     iAnswer = ptrAddTwoIntegers(9, 30);
24     printf("\n\n");
25     printf("Sum Of Integers = %d\n\n", iAnswer);
26
27     ptrFunc = SubtractIntegers;
28     iAnswer = ptrFunc(9, 30);
29     printf("\n\n");
30     printf("Subtraction Of Integers = %d\n\n", iAnswer);
31
32     ptrAddTwoFloats = AddFloats;
33     fAnswer = ptrAddTwoFloats(11.45f, 8.2f);
34     printf("\n\n");
35     printf("Sum Of Floating-Point Numbers = %f\n\n", fAnswer);
36
37     return(0);
38 }
39
40 int AddIntegers(int a, int b)
41 {
42     //varibale declarations
43     int c;
44
45     //code
46     c = a + b;
47     return(c);
48 }
49
50 int SubtractIntegers(int a, int b)
51 {
52     //varibale declarations
```

```
53     int c;
54
55     //code
56     if (a > b)
57         c = a - b;
58     else
59         c = b - a;
60
61     return(c);
62 }
63
64 float AddFloats(float f_num1, float f_num2)
65 {
66     //varibale declarations
67     float ans;
68
69     //code
70     ans = f_num1 + f_num2;
71     return(ans);
72 }
73
```