

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

```
void modifyValues (int *x, float *y, char *z) {
```

```
*x = *x + 10;  
*y = *y * 2;  
*z = *z + 1;
```

```
}
```

```
int main () {
```

```
    int a = 5;
```

```
    float b = 3.5;
```

```
    char c = 'A';
```

```
    printf ("Before function call: \n");
```

```
    printf (" a = %.d \n", a);
```

```
    printf (" b = %.2f \n", b);
```

```
    printf (" c = %c \n", c);
```

```
    modifyValues (&a, &b, &c);
```

```
    printf ("\n After function call : \n");
```

```
    printf (" a = %d \n", a);
```

```
    printf (" b = %.2f \n", b);
```

```
    printf (" c = %c \n", c);
```

```
    return 0;
```

```
}
```

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main.c

```
1 #include <stdio.h>
2 void modifyValues(int *x, float *y, char *z) {
3
4     *x = *x + 10;
5     *y = *y * 2;
6     *z = *z + 1;
7 }
8 int main() {
9     int a = 5;
10    float b = 3.5;
11    char c = 'A';
12
13    printf("Before function call:\n");
14    printf("a = %d\n", a);
15    printf("b = %.2f\n", b);
16    printf("c = %c\n", c);
17
18    modifyValues(&a, &b, &c);
19
20    printf("\nAfter function call:");
21    printf("a = %d\n", a);
22    printf("b = %.2f\n", b);
23    printf("c = %c\n", c);
24 return 0;
25 }
```

Output

Before function call:
a = 5
b = 3.50
c = A

After function call:
a = 15
b = 7.00
c = B

==== Code Execution Successful ===

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