

Functions with argument without return types

Algorithm:

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4AL196570

step 1: start

step 2: Input $a = 10, b = 20$

step 3: $sum = add(a, b)$

step 4: Display sum

step 5: stop

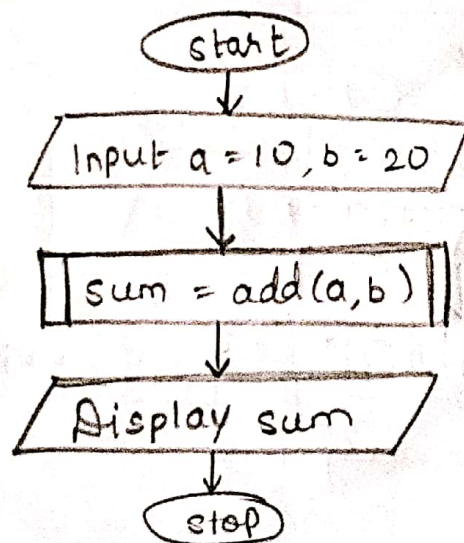
$add(int i, int j)$

step 1: Entry

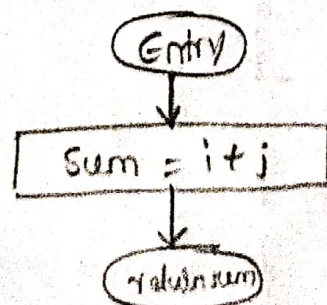
step 2: $sum = i + j$

step 3: return sum

Flowchart:



$add(int i, int j)$



Functions with no argument & no return type

Algorithm

Step 1 : Start

Step 2 : Input a, b

Step 3 : add ()

Step 4 : stop

add ()

Step 1 : Entry

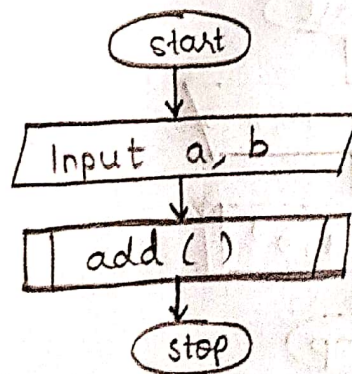
Step 2 : Input i, j = 20

Step 3 : sum i + j

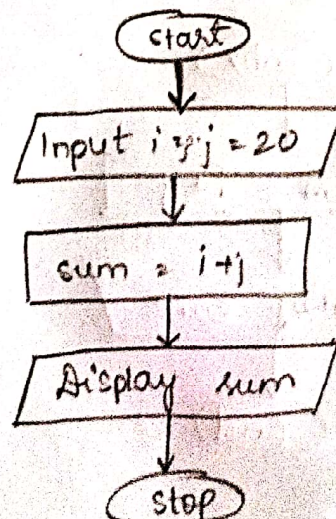
Step 4 : Display sum

Step 5 : End

Flowchart :



add ()



Functions with argument no return type

Algorithm

step 1: start

step 2: Input $a = 10, b = 20$

step 3: add (a, b)

step 4: stop

$\text{add}(\text{int } i, \text{int } j)$

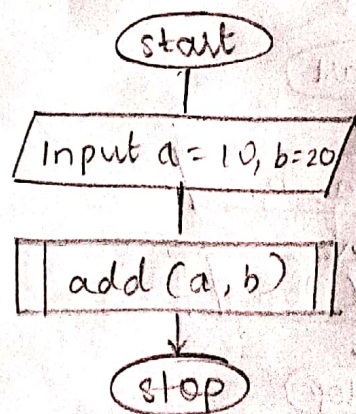
step 1: Entry

step 2: $\text{sum} = i + j$

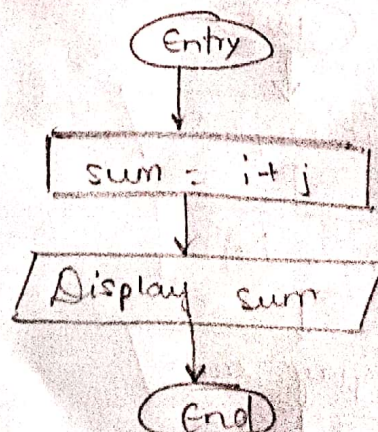
step 3: Display sum

step 4: End

Flowchart:



$\text{add}(\text{int } i, \text{int } j)$



Functions with no arguments: with return type

Algorithm

step 1: start

step 2: $\text{sum} = \text{add}()$

step 3: Display sum

step 4: stop

$\text{add}()$

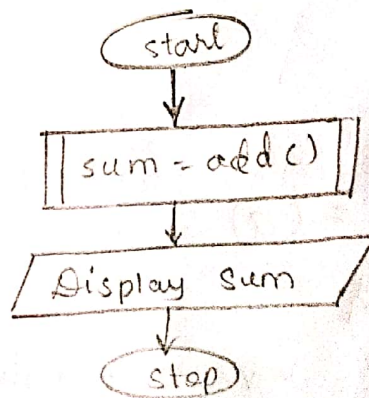
step 1: Entry

step 2: Input $i = 10, j = 20$

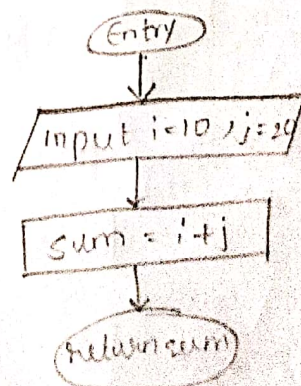
step 3: $\text{sum} = i + j$

step 4: return sum

Flowchart:



$\text{add}()$



Code, Compile & Run



Ide x +





Contest Code/Name (e.g. JULY15/PRACTICE)

Problem Code/Name (e.g. TEST)


Select

C (gcc 6.3)

 Code gets autosaved every second



```
1 #include<stdio.h>
2 void add();
3 void main()
4 {
5     add();
6 }
7 void add()
8 {
9     int sum, i=10,j=20;
10    sum=i+j;
11    printf("sum is %d",sum);
12 }
13
```


0.0 

Open File

☒ Custom Input

Run

Custom Input

Status Runtime error Date 2020-05-16 05:31:39 Time 0 sec Mem 9.424 kB 

Output

sum is 30

Runtime Error

NZEC

Code, Compile & Run

Ide x +

Contest Code/Name (e.g. JULY15/PRACTICE)

Problem Code/Name (e.g. TEST)

Select

C (gcc 6.3)



Code gets autosaved every second



```

1 #include<stdio.h>
2 int add();
3 void main()
4 {
5     int sum;
6     sum=add();
7     printf("Sum is %d", sum);
8 }
9 int add()
10 {
11     int sum, i=10,j=20;
12     sum=i+j;
13     return sum;
14 }
15

```

0:0



Open File

✓ Custom Input

Run

Custom Input

Status Runtime error Date 2020-05-16 05:30:50 Time 0 sec Mem 9.424 kB



Output

Sum is 30

Runtime Error

NZEC

Code, Compile & Run



Ide x +

Contest Code/Name (e.g. JULY15/PRACTICE)





Problem Code/Name (e.g. TEST)

Select


C (gcc 6.3)



Code gets autosaved every second



```
1 #include<stdio.h>
2 void add(int i,int j);
3 void main()
4 {
5     int a=10,b=20;
6     add(a,b);
7 }
8 void add(int i,int j)
9 {
10    int sum;
11    sum=i+j;
12    printf("sum is %d",sum);
13 }
14
```

0.0 


Open File

☒ Custom Input

Run

Custom Input


Status Runtime error Date 2020-05-16 05:29:25 Time 0 sec Mem 9.424 kB



Output
sum is 30

Runtime Error
NZEC



Code, Compile & Run





Ide  +

Contest Code/Name (e.g. JULY15/PRACTICE)


Problem Code/Name (e.g. TEST)

Select

C (gcc 6.3)   Code gets autosaved every second

```
1 #include<stdio.h>
2 int add(int i,int j);
3 void main()
4 {
5     int sum, a=10,b=20;
6     sum=add(a,b);
7     printf("sum is %d",sum);
8 }
9 int add(int i,int j)
10 {
11     int sum;
12     sum=i+j;
13     return sum;
14 }
15
```


0:0 

Open File

☒ Custom Input

Run

Custom Input

Status Runtime error Date 2020-05-16 05:28:13 Time 0 sec Mem 9.424 kB 

Output
sum is 30

Runtime Error
NZEC