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4.34

prog 3.c reads three integers as input and then prints them in the order read and reversed. It uses four functions to to accomplish this.

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#include<stdio.h>

//Function Declarations

void readInput();

void printOrder(int x, int y, int z);

void printReverse(int x, int y, int z);

// main

int main(void){

// Calling Read function

readInput();

return 0;

}//end main

// Read the Data

void readInput(){

// Local Variables

int a, b, c;

// Statements

printf("Enter 3 values with a space in between each. \n");

scanf("%d %d %d", &a, &b, &c);

//Calling Functions

printOrder(a, b, c);

printReverse(a, b, c);

}//end readInput

// Print in order read

void printOrder(int x, int y, int z){

printf("\n Printing in the order read: \n");

printf("%d, %d, %d \n", x, y, z);

}//end printOrder

// Print reverse

void printReverse(int x, int y, int z){

printf("\n Printing the order reversed: \n");

printf("%d, %d, %d \n", z, y, x);

}//end printReverse