//19/09/2022

Linkcode C language

//Functtion

//addition using function

#include <stdio.h>

#include <stdlib.h>

//fuction declaration

void addData();

int main() {

printf("hello...");

//function calling

addData();

printf("\n.......Thank you.......");

return 0;

}

//function define

void addData(){

int n1,n2,add;

printf("\nEnter any two nos : \n");

scanf("%d%d",&n1,&n2);

add=n1+n2;

printf("\nAddition is : %d ",add);

}

//circle and triangle area using function

#include <stdio.h>

#include <stdlib.h>

//fuction declaration

void circleArea();

void triangleArea();

int main()

{

printf("hello...");

//function calling

triangleArea();

printf("\n----------------------------------------\n");

circleArea();

printf("\n.......Thank you.......");

return 0;

}

//function define

void circleArea()

{

float r,ca;

printf("\nEnter radious of circle : \n");

scanf("%f",&r);

ca=(float)3.14\*r\*r;

printf("\nArea of circle is : %.2f ",ca);

}

void triangleArea()

{

float h,b,ta;

printf("\nEnter breadth and height of triangle : \n");

scanf("%f%f",&b,&h);

ta=(float)0.5\*b\*h;

printf("\nArea of triangle is : %.2f ",ta);

}

//circle and triangle area switch and do while loop using function;

#include <stdio.h>

#include <stdlib.h>

//fuction declaration

void circleArea();

void triangleArea();

void rectangleArea();

int main()

{

int ch;

printf("hello...");

do

{//print menu for geometric area

printf("\n1-Area of circle\n2-Area of triangle\n3- Area of rectangle");

printf("\nEnter your choice....");

scanf("%d",&ch);

switch(ch)

{

case 1:

circleArea();

break;

case 2:

triangleArea();

break;

case 3:

rectangleArea();

break;

default :

printf("\nInvalid choice....");

}

printf("\nDo you want to contiue press 1\n....\n");

scanf("%d",&ch);

}

while(ch==1);

printf("\n.......Thank you.......");

return 0;

}

//function define for area of geometric shapes

void circleArea()

{

float r,ca;

printf("\nEnter radious of circle : \n");

scanf("%f",&r);

ca=(float)3.14\*r\*r;

printf("\nArea of circle is : %.2f ",ca);

}

void triangleArea()

{

float h,b,ta;

printf("\nEnter breadth and height of triangle : \n");

scanf("%f%f",&b,&h);

ta=(float)0.5\*b\*h;

printf("\nArea of triangle is : %.2f ",ta);

}

void rectangleArea()

{

float l,w,ra;

printf("\nEnter length and wide of rectangle : \n");

scanf("%f%f",&l,&w);

ra=(float)l\*w;

printf("\nArea of rectangle is : %.2f ",ra);

}

//facto prime odd even