//type 2 with arrgument without return type

#include<stdio.h>

void circleArea(float);

int main(){

float r,ca;

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

scanf("%f",&r);

circleArea(r);

return 0;

}

void circleArea(float r)

{

float ca;

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

printf("\n Area of Circle is : %.2f",ca);

}

//type 3 without arrgument with return type

#include<stdio.h>

float triangleArea();

int main(){

float ta;

ta=triangleArea();

printf("\n Area of Triangle is : %.2f",ta);

return 0;

}

float triangleArea()

{

float h,b,ta;

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

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

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

return ta;

}

//type 4 with arrgument with return type

#include<stdio.h>

int factorial(int);

int main(){

int n,ans=1;

printf("Enter any number\n");

scanf("%d",&n);

ans=factorial(n);

printf("\nFactorial of %d is : %d ",n,ans);

return 0;

}

int factorial(int n)

{

int result=1;

int i;

for(i=1;i<=n;i++)

{

result=result\*i;

}

return result;

}