//menus driven proh]gram using function

#include<stdio.h>

void circleArea();

void triangleArea();

int main(){

int ch;

do

{

printf("\n1-Area of circle\n2-Area of Triangle\n");

printf("enter your choice");

scanf("%d",&ch);

if(ch==1)

{

circleArea();

}

else if (ch==2)

{

triangleArea();

}

else

{

printf("\ninvalid choice");

}

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

scanf("%d",&ch);

}

while(ch==1);

printf("Thank you!!!!!");

return 0;

}

void circleArea()

{

float r,ca;

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

scanf("%f",&r);

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

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

}

void triangleArea()

{

float ta,h,b;

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

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

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

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

}

//menu using function using all 4 type

#include <stdio.h>

void factor();

int factorial();

int main(){

int ch,n,result;

printf("--------------------------MENU-----------------------------------------------");

printf("\n1-Factor\n2-Factorial\n3-Power\n4-Prime\n5-Fibbo\n6-Reverse\n7-Palindrome");

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

scanf("%d",&ch);

switch(ch)

{

case 1://without arrgument without return type;

factor();

break;

case 2:

printf("\nEnter any number for factorial");

scanf("%d",&n);

factorial(n);

break;

case 3:

result=power();

printf("\nResult is : %d",result);

break;

case 4:

printf();

break;

case 5:

break;

case 6:

break;

case 7:

break;

}

return 0;

}

void factor()

{

int n;

int i;

printf("\nEnter any no ");

scanf("%d",&n);

printf("Factors of %d are: ", n);

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

{

if (n%i==0)

{

printf("%d ", i);

}

}

}

int factorial(int)

{

}

Home work

Make ten function using Header file