Lab 6.3.12.5 Functions: part 5 - adding a definition

Objectives

Familiarize the student with:

- Functions
- Function calls with parameters
- Function return values
- Printing on screen

Scenario

Check the program below. Write a body of functions to obtain the correct result. The function *getValue* must return:

- 25 - when *paramA* is greater than or equal to 5 and *paramB* is greater than or equal to 2.5;
- 30 - when *paramA* is greater than or equal to 5 and *paramB* is less than 2.5;
- 30 - when *paramA* is less than 5 and *paramB* is greater than or equal to 2.5;
- 35 - when *paramA* is less than 5 and *paramB* is less than 2.5.

The function *getExclusive* must return:

- 2 - when one and only one of the given values is equal to 2;
- 0 - in all other cases.

Your version of the program must print the same result as the expected output.

```
#include <stdio.h>

int getValue(int paramA, float paramB);
int getExclusive(int paramA, int paramB);

int main(void)
{
 int thirtyFiveValue = getValue(4, 2.4);
 int thirtyValue1 = getValue(4, 2.6);
 int thirtyValue2 = getValue(6, 2.4);
 int twentyValue = getValue(6, 2.6);
 int twoValue = getExclusive(2, 1);
 int zeroValue = getExclusive(2, 2);

 printf("Thirty five: %d\n", thirtyFiveValue);
 printf("Thirty: %d\n", thirtyValue1);
 printf("Thirty: %d\n", thirtyValue2);
 printf("Twenty: %d\n", twentyValue);
 printf("Two: %d\n", twoValue);
 printf("Zero: %d\n", zeroValue);
 return 0;
}
/* your code */
```

Example output

```
Thirty five: 35
Thirty: 30
Thirty: 30
Twenty: 25
Two: 2
Zero: 0
```