

## Functions in C Language

1. Write a function to calculate the area of a circle. (TSRS)

```
#include <stdio.h>

float area(float a);

int main()
{
    float a;

    printf("enter radius: ");

    scanf("%f",&a);

    printf("area of circle is %f sq unit",area(a));
}

float area(float a)
{
    return 3.14 * a * a;
}
```

2. Write a function to calculate simple interest. (TSRS)

```
#include<stdio.h>

float si(float a,float r,float t);

int main()
{
    float a,r,t;

    printf("enter amount rate and time(in year)  respectively: ");

    scanf("%f %f %f",&a,&r,&t);

    printf("interest after %f time is",si(a,r,t));
}

float si(float a,float r,float t)
{
    return( a*r*t/100);
}
```

3. Write a function to check whether a given number is even or odd. Return 1 if the number is even, otherwise return 0. (TSRS)

```
#include<stdio.h>

int odd_even(int a);

int main()
{
    int a;

    printf("enter number: ");

    scanf("%d",&a);

    printf("%d",odd_even(a));

    return 0;
}

int odd_even(int a)
{
    if(a%2==0)

    return 1;

    return 0;
}
```

4. Write a function to print first N natural numbers (TSRN)

```
#include<stdio.h>

void nat(int n)
{
    int i=1;
    while(i<=n)
    {
        printf("%d ",i);
        i++;
    }
}

int main()
{
    int a;
    printf("enter any number: ");
    scanf("%d",&a);
    nat(a);
    return 0;
}
```

5. Write a function to print first N odd natural numbers. (TSRN)

```
void odd_nat(int a);

#include<stdio.h>

int main()
{
    int a;
    printf("enter number: ");
    scanf("%d",&a);
    odd_nat(a);
}
```

```

}
void odd_nat(int a){
    for(int i=1;i<=a;i++)
    {
        printf("%d ",i*2-1);
    }
}

```

6. Write a function to calculate the factorial of a number. (TSRS)

```

#include<stdio.h>
int factorial(int a);
int main()
{
    int a;
    printf("enter any number: ");
    scanf("%d",&a);
    printf("%d",factorial(a));
    return 0;
}
int factorial(int a)
{
    int fact=1;
    for(int i=1;i<=a;i++)
    {
        fact=fact*i;
    }
    return(fact);
}

```

7. Write a function to calculate the number of combinations one can make from n items and r selected at a time. (TSRS)

```
#include<stdio.h>
```

```
int ncr(int a,int b);
```

```
int main()
```

```
{
```

```
int a,b;
```

```
printf("enter value of n and c: ");
```

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

```
printf(" %d ",ncr(a,b));
```

```
}
```

```
int ncr(int a, int b)
```

```
{
```

```
int x=1,y=1,z=1;
```

```
for(int i=1;i<=a;i++)
```

```
x=x*i;
```

```
for(int i=1;i<=b;i++)
```

```
y=y*i;
```

```
for(int i=1;i<=(a-b);i++)
```

```
z=z*i;
```

```
// printf("%d %d %d",x,y,z);
```

```
return (x/(y*z));
```

```
}
```

8. Write a function to calculate the number of arrangements one can make from n items and r selected at a time. (TSRS)

```
#include<stdio.h>

int npr(int a,int b);

int main()
{
    int a,b;
    printf("enter value of n and c: ");
    scanf("%d %d",&a,&b);
    printf(" %d ",npr(a,b));
}

int npr(int a, int b)
{
    int x=1,z=1;

    for(int i=1;i<=a;i++)
        x=x*i;

    for(int i=1;i<=(a-b);i++)
        z=z*i;

    // printf("%d %d %d",x,y,z);

    return (x/z);
}
```

9. Write a function to check whether a given number contains a given digit or not.

(TSRS)

```
#include<stdio.h>

int check(int a,int b)
{
    while(a>0){
        if(a%10==b)
        {
            return 1;
        }
        a=a/10;
    }
    return 0;
}

int main()
{
    int a,b;

    printf("enter any number and one digit: ");
    scanf("%d %d",&a,&b);

    if(check(a,b))
        printf("given digit is present in given number");
    else
        printf("given digit is not present in given number");

    return 0;
}
```

10. Write a function to print all prime factors of a given number. For example, if the number is 36 then your result should be 2, 2, 3, 3. (TSRN)

```
#include<stdio.h>

void prime_factor(int a);

int main()
{
    int a;

    printf("enter any number: ");

    scanf("%d",&a);

    prime_factor(a);

}

void prime_factor(int a)
{
    int i=2;
    while(a!=1)
    {

        if(a%i==0)
        {
            printf("%d ",i);

            a=a/i;
        }
        else
            i++;
    }
}
```