

Basics:

Function definition:

```
return_type Function_name(arg1_type arg1_name , ... , ...)  
{  
    body;  
    return result; //result should be of return_type only  
}
```

```
return_type_result = Function_name(arg1,...,...)
```

◊

Program ...

```
#include <stdio.h>

// An example function that takes two parameters 'x' and 'y'
// as input and returns max of two input numbers
int max(int x, int y)
{
    if (x > y)
        return x;
    else
        return y;
}

// main function that doesn't receive any parameter and
// returns integer.
int main(void)
{
    int a = 10, b = 20;

    // Calling above function to find max of 'a' and 'b'
    int m = max(a, b);

    printf("m is %d", m);
    return 0;
}
```

```
#include <stdio.h>
void fun(int x)
{
    x = 30;
}

int main(void)
{
    int x = 20;
    fun(x);
    printf("x = %d", x);
    return 0;
}
```

Fun()
Int x = 20
x → 30

Main()

Int x =

20

1000

Fun(20)
Print x → 20

Output:
X = 20

```
# include <stdio.h>
void fun(int *ptr)
{
    *ptr = 30;
}

int main()
{
    int x = 20;
    fun(&x);
    printf("x = %d", x);

    return 0;
}
```

Fun()
Int ptr = 1000
*1000 → 30

Main()

Int x =

20 → 30

1000

Fun(1000)
Print x → 30

Output:
X = 30



Thank you for watching!

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