

Q1. Define a function to check whether a given number is a Prime number or not.

```
#include <iostream>
using namespace std;

int prime(int num);

int main() {

    int num;

    cout << "Enter number = ";
    cin >> num;

    if (prime(num))
        cout << num << " is a prime number";
    else
        cout << num << " is not a prime number";

    return 0;

}

int prime(int num) {
    for (int i = 2; i < num; i++) {

        if (num % i == 0)
            return 0;
```

```
    }  
    return 1;  
}
```

Q2. Define a function to find the highest value digit in a given number.

```
#include <iostream>
using namespace std;

int highest(int num);

int main() {
    int num;

    cout << "Enter number = ";
    cin >> num;

    cout << "Highest number = " << highest(num);
}

int highest(int num) {

    int digit, h = 0;

    while (num != 0) {

        digit = num % 10;
        num = num / 10;

        if (h < digit)
            h = digit;
    }
}
```

```
    return h;  
}
```

Q3. Define a function to calculate x raised to the power y.

```
#include <iostream>
using namespace std;

void calculate(void);

int main() {

    calculate();
}

void calculate(void) {
    int x, y, ans = 1;

    cout << "Enter number = ";
    cin >> x;

    cout << "Enter power = ";
    cin >> y;

    while (y) {
        ans = ans * x;
        y--;
    }
    cout << "\n Answer = " << ans;
}
```

Q4. Define a function to print Pascal Triangle up to N lines.

```
#include <iostream>
using namespace std;

int fact(int num);
int nCr(int n, int r);
void PascalTriangle(int row);

int main() {

    int row;

    cout << "Enter row : ";
    cin >> row;

    PascalTriangle(row);
}

int fact(int num) {

    int ans = 1;

    for (int i = 2; i <= num; i++)
        ans = ans * i;

    return ans;
```

```
}
```

```
int nCr(int n, int r) {
```

```
    return fact(n) / (fact(r) * fact(n - r));
```

```
}
```

```
void PascalTriangle(int row) {
```

```
    int space = row;
```

```
    for (int i = 0; i < row; i++) {
```

```
        for (int s = 1; s < space; s++) {
```

```
            cout << " ";
```

```
        }
```

```
        for (int j = 0; j <= i; j++) {
```

```
            int ncr = nCr(i, j);
```

```
            if (ncr <= 9)
```

```
                printf("%2d ", ncr);
```

```
            else
```

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

```
        }
```

```
        printf("\n");
```

```
        space = space - 1;
```

```
    }
```

```
}
```

Q5. Define a function to check whether a given number is a term in a Fibonacci series or not.

```
#include <iostream>
```

```
using namespace std;
```

```
void chkFibonacci(void);
```

```
int main() {
```

```
    chkFibonacci();
```

```
}
```

```
void chkFibonacci(void) {
```

```
    int prv = 0, nxt = 1, num;
```

```
    cout << "Enter number : ";
```

```
    cin >> num;
```

```
    while (num > nxt) {
```

```
        cout << prv + nxt << " ";
```

```
        nxt = prv + nxt;
```

```
        prv = nxt - prv;
```



```
}  
cout << endl << endl;  
if (num == nxt)  
    cout << "Number is in Fibonacci";  
else  
    cout << "Number is not in Fibonacci";  
}
```

Q6. Define a function to swap data of two int variables using call by reference.

```
#include <iostream>
```

```
using namespace std;
```

```
void swap(int *a, int *b);
```

```
int main() {
```

```
    int a = 2, b = 3;
```

```
    cout << "Before Swapping : a = " << a << "    b = " << b;
```

```
    swap(&a, &b);
```

```
    cout << "\nAfter Swapping : a = " << a << "    b = " << b;
```

```
}
```

```
void swap(int *a, int *b) {
```

```
    *a = *a + *b;
```

```
    *b = *a - *b;
```

```
    *a = *a - *b;
```

```
}
```

Q7. Write a function using the default argument that is able to add 2 or 3 numbers.

```
#include <iostream>
using namespace std;

int add(int, int, int = 0);

int main() {

    cout << add(5, 5) << endl;
    cout << add(5, 5, 5);

}

int add(int a, int b, int c) {

    return a + b + c;

}
```

Q8. Define overloaded functions to calculate area of circle, area of rectangle and area of triangle.

```
#include <iostream>
```

```
using namespace std;
```

```
float area(float r);
```

```
int area(int l, int b, int h);
```

```
double area(double b, double h);
```

```
int main() {
```

```
    float r;
```

```
    int l, w;
```

```
    double base, height;
```

```
    cout << "Enter radius = ";
```

```
    cin >> r;
```

```
    cout << "Enter Length,Width = ";
```

```
    cin >> l >> w;
```

```
    cout << "Enter base, height = ";
```

```
    cin >> base >> height;
```

```
    cout << endl << "Area of circle = " << area(r);
```

```
    cout << endl << "Area of rectangle = " << area(l, w);
```

```
        cout << endl << "Area of triangle = " << area(base, height);  
  
    }
```

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

```
int area(int l, int w) {  
    return l * w;  
}
```

```
double area(double b, double h) {  
    return (h * b) / 2;  
}
```

Q9. Write functions using function overloading to find a maximum of two numbers and both the numbers can be integer or real..

```
#include <iostream>
```

```
using namespace std;
```

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

```
float max(float c, float d);
```

```
int main() {
```

```
    int a, b;
```

```
    float c, d;
```

```
    cout << "Enter number = ";
```

```
    cin >> a >> b;
```

```
    cout << "Maximum number = " << max(a, b) << endl << endl;
```

```
    cout << "Enter number = ";
```

```
    cin >> c >> d;
```

```
    cout << "Maximum number = " << max(c, d) << endl << endl;
```

```
}
```

```
int max(int a, int b) {
```

```
    if (a > b)
```

```
        return a;
```

```
    else
```

```
        return b;  
    }
```

```
float max(float c, float d) {  
    if (c > d)  
        return c;  
    else  
        return d;  
}
```

Q10. Write functions using function overloading to add two numbers having different data types.

```
#include <iostream>

using namespace std;

int add(int a, int b);
float add(float c, float d);

int main() {
    int a, b;
    float c, d;

    cout << "Enter number = ";
    cin >> a >> b;
    cout << "Sum is = " << add(a, b);

    cout << endl << endl << "Enter number = ";
    cin >> c >> d;
    cout << "Sum is = " << add(c, d);
}

int add(int a, int b) {
    return a + b;
}

float add(float c, float d) {
    return c + d;
}
```