

Question:

Write a C program to calculate the square and cube of a number using two different functions:

1. One function should use **call by value** to calculate the square of a number.
2. Another function should use **call by reference** to calculate the cube and store the result in the same variable.

Instructions:

1. Ask the user to enter a number (for example, 5).
2. Call a function named `squareByValue(int n)` that will:
 - Calculate the **square** of the number using **call by value**.
 - Print the result inside the function.
 - Since it's call by value, the original number in `main()` will **not change**.
3. Call another function named `cubeByReference(int *n)` that will:
 - Calculate the **cube** of the number using **call by reference**.
 - Store the cube back in the same variable (i.e., original number will change).
4. After each function call, print the value in `main()` to show the effect of **call by value vs call by reference**.

Output:

```
Enter a number: 5

Inside squareByValue function:
Square = 25

After squareByValue (in main): number = 5 // number not changed

Inside cubeByReference function:
Cube stored in number = 125

After cubeByReference (in main): number = 125 // number changed
```

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