

Files Example and Founction

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

```
#include <stdlib.h>
```

```
float calculateArea(float); // this is a prototype
```

```
    // we use it to inform the compiler that
```

```
    // a function called calculateArea that return float
```

```
    // and take a float input will be soon declared
```

```
void printArea(float);
```

```
float calculateVolume(float,float);
```

```
int main()
```

```
{
```

```
    FILE *in = fopen("input.txt", "r");
```

```
    FILE *out = fopen("output.txt", "w");
```

```
    float radius, height;
```

```
    printf("Enter the radius: ");
```

```
    fscanf( in ,"%f%f", &radius,&height);
```

```
    //float area = calculateArea(radius);
```

```
    //printf("Area = %f", area);
```

```
    fprintf(out,"Area = %f", calculateArea(radius) ); // this could work because  
calculateArea return a value
```

```

    printArea( calculateArea(radius) );

    printf("Area = %f", calculateVolume(radius,height) );

    return 0;
}

float calculateArea(float radius)
{
    return radius * radius * 3.14;
}

void printArea(float a){
    printf("The area = %f", a);
}

float calculateVolume(float radius, float height){
    return calculateArea(radius)* height;
}

```

- **Input.txt :**

43.7

10.5

- **Output.txt :**

Area = 5996.426758

