**Tutorial 1**

**Question 1**:

Write code

1. A function **MSG** can be used to display a welcome message.
2. Write a function called **zeroSmaller()** that is passed two int arguments and then sets the smaller of the two numbers to 0.

Write a main() program to exercise this function.

1. Write a function **area** to calculate the area of circle, rectangle and triangle using function overloading.
2. Write a function **power()** to raise a number m to a power n. The function takes a double value for m and int value for n and returns the result correctly.
3. **Trace and show the output for the following program.**

#include <iostream>

using namespace std;

void dbl(int& a, int& b)

{

a\*= 2;

b\*= 2;

}

void trip(int a, int b){

a\*=3;

b\*=3;

}

int main(){

int x = 4, y = 6;

cout << "AT START:" << endl;

cout << "x= " << x << " y= " << y << endl;

//call the dbl function:

dbl(x,y);

cout << "AFTER DBL CALL:" << endl;

cout << "x= " << x << " y= " << y << endl;

//call the trip function:

trip(x,y);

cout << "AFTER TRIP CALL:" << endl;

cout << "x= " << x << " y= " << y << endl;

return 0;

}

1. Examine the sample program and consider the following:
2. What is the scope of each declared identifier?
3. Where are global identifier referenced?
4. Where is a global identifier **b** referenced?

