

Lab - Functions

- Before you work on the following problems, do the problems in “Function prototypes” first and make sure you understand it thoroughly.
1. Write a function called `printHello()` that outputs “Hello” on the screen.
 2. Write a function called `rowStars()` that:
 - a. Takes an integer value of `n` from the parameter.
 - b. Prints a row of “*” `n` times on the screen.
 3. Write a function called `circleArea` that:
 - a. Takes a double value from parameter.
 - b. Calculates the area of the circle.
 - c. Returns the area of the circle.
 4. Write a function called `pow()` that takes two parameters, a base and a power. The function returns the value of `basepower` to the user. (For simplicity, only implement the function for positive values of power and base, and both are integers.)
 5. Write a function called `displayReverse()` that takes an integer and displays the reverse of that number on the screen.
 6. Write a function called `numberToTens()` that takes an integer and returns the corresponding number in one and zeros. For example: if the number is 54321, returns 10000.

*****The following questions are not easy!*****

7. Write a function called `reverse()` that takes an integer and returns the reverse of that number. For example: If the input for the function is 1234, it should return 4321 as an integer, not string. (Hint: You might need the function in #6.)

```
int reverse(int number);
```

8. Write a function called `isPalindrome()` that tests if the number is a palindrome, then returns true, else returns false. (Hint: Use the `reverse()` function. If a number and its reverse are the same, then it is a palindrome).

```
bool isPalindrome(int number);
```