.4:  Here is a structure template:

```c
struct box
{
    char maker[40];
    float height;
    float width;
    float length;
    float volume;
};
```

a. Write a function that has a reference to a `box` structure as its formal argument and displays the value of each member.

b. Write a function that has a reference to a `box` structure as its formal argument and sets the `volume` member to the product of the other three dimensions.

.5:  Here are some desired effects. Indicate whether each can be accomplished with default arguments, function overloading, both, or neither. Provide appropriate prototypes.

a. `mass(density, volume)` returns the mass of an object having a density of `density` and a volume of `volume`, whereas `mass(density)` returns the mass having a density of `density` and a volume of 1.0 cubic meters. All quantities are type `double`.

b. `repeat(10, "I'm OK")` displays the indicated string ten times, whereas `repeat("But you're kind of stupid")` displays the indicated string five times.

c. `average(3, 6)` returns the int average of two int arguments, whereas `average(3.0, 6.0)` returns the double average of two double values.

d. `mangle("I'm glad to meet you")` returns the character I or a pointer to the string "I'm mad to gleet you" depending on whether you assign