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2. #include <stdio.h>
int main()
float sumaver(int, int);
void printeven(int, int);
int main()
{
    int a, b, c, p, q;
    float avg;
    printf("Enter 3 numbers\n");
    scanf("%d %d %d", &a, &b, &c);
    if (a < b && a < c)
    {
        p = b;
        q = c;
    }
    else if (b < a && b < c)
    {
        p = a;
        q = c;
    }
    else if (c < a && c < b)
    {
        p = a;
        q = b;
    }
    avg = sumaver(p, q);
    printf("Average = %f\n", avg);
    printeven(p, q);
    return 0;
}

float sumaver(int p, int q)
{
    printf("Sum = %d\n", p + q);
    return (p + q) / 2.0;
}
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void printeven(int p, int q)
{
    int i, e=0;
    if (p > q)
    { printf("All the even numbers between the given
      two numbers: ");
      for (i=q+1; i<p; i++)
      {
          if (i%2==0)
          {
              printf("%d\t", i);
              e=1;
          }
      }
    }
    else
    { printf("All the even numbers between the given two
      numbers: ");
      for (i=p+1; i<q; i++)
      {
          if (i%2==0)
          {
              printf("%d\t", i);
              e=1;
          }
      }
    }

    if (e==0)
        printf("No even numbers between the given
        two numbers\n");
}

```

(4)