2.

```
#Include <stdio.h>
#include<math.h>
void getdata (float *, float *, float *);
void analyse ( float, float, float, float *, float *);
float sumaves (float, float);
void printeven (float, float);

int main ()
{
    float n1, n2, n3, greatest, second_greatest ;
    float avg;
    getdata (&n1, &n2, &n3);

    analyse (n1, n2, n3, &greatest, &second_greatest);
    avg = sumaves (greatest, second_greatest);
    printf ("\n The average of highest (%0.2f) and second
            highest (%0.2f) is : %0.2f ", greatest, second_greatest,
             avg);
     printeven (greatest, second_greatest);
     return 0;
}
  void getdata (float *n1, float *n2, float *n3)
  {
     printf ("\n Enter the three numbers : \n");
     scanf ("%f%f%f", n1, n2, n3);
  }
  void analyse (float n1, float n2, float n3, float *H,
                float *S-H)
  {
      *H = n1>n2 ? (n1>n3 ? n1 : n3) : (n2>n3 ? n2 : n3) ;
      *S_H = (n1 == *H) ? (n2>n3 ? n2 : n3) : (n2>n3 ? (n1>n3 ? n1 : n3) :
                                              (n1>n2 ? n1 : n2));
```

```
float sumavex(float H, float S-H)
{
    float sum = H+S-H;
    printf("\n The sum of %0.2f and %0.2f is %0.2f\n", H,
            S-H, sum);
    return ((H+S-H)*.5);
}

void printeven(float H, float S)
{
    int x = floor(S), y = ceil(H);
    x = x%2==0 ? (x+2):(x+1);
    y = y%2==0 ? (y-2):(y-1);
    printf("\n The Even numbers between %0.2f and %0.2f
            are :\n", S, H);
    while (x<=y)
    {
        printf("\t%0d", x);
        x = x+2;
    }
}
```