

Ans 2 = #include <stdio.h>

```
float sumarea (int x, int y)
{
```

```
    int s;
```

```
    s = x + y;
```

```
    printf ("%d", s);
```

```
    return (float) (s/2);
```

```
}
```

```
void printeven (int x, int y)
```

```
{
```

```
    int i;
```

```
    for (i = x; i <= y; i++)
```

```
    {
```

```
        if (i % 2 == 0)
```

```
            printf ("%d", i);
```

```
    }
```

```
}
```

```
void main () {
```

```
    int g1, g2, n, n1, n2;
```

```
    printf ("Enter 3 numbers ");
```

```
    scanf ("%d %d %d", &n, &n1, &n2);
```

```
    if (n1 > n2 && n1 > n)
```

```
    {
```

```
        g1 = n1;
```

```
        g2 = n2 > n ? n2 : n;
```

```
    }
```

```
    if (n > n2 && n > n1)
```

```
    {
```

```
        g1 = n
```

```
        g2 = n1 > n2 ? n1 : n2;
```



```
}  
if (n2 > n || n2 > n1)  
{  
    g1 = n2;  
    g2 = n > n1 ? n : n1;  
}  
float avg = sumaver (g1, g2);  
printf ("g", &avg);  
printerer (g1, g2);
```