

< > 2.C > No Selection

```
1 // Write a C program to accept three numbers from the user. Find the greater two among
2 // the three and pass them as parameters to the user defined functions given below.
3 // a. sumaver ( ... ) which finds the sum and average of the two numbers. Print the
4 // sum and return the average.
5 // b. printeven ( ... ) which prints all the even numbers between the given two numbers
6
7
8 #include<stdio.h>
9 #include<math.h>
0
1 float sumaver(int x, int y)
2 {
3     float avg;
4     int sum=0;
5     sum=x+y;
6     printf("the sum is %d\n",sum);
7     avg=(x+y)/2;
8     return avg;
9
20 }
21
22 void printeven(int x,int y)
23 {
24     int i;
25     printf("Even numbers between these numbers are\n");
26     if(y>x2==0)
27     {
28         for(i=y;i<=x;i=i+2)
29         {
30             printf("%d\n",i);
31         }
32     }
33 }
34
35 int main()
36 {
37     int a,b,c;
38     int x,y;
39     printf("Enter three numbers\n");
40     scanf("%d%d%d", &a,&b,&c);
41     if( a>b && a>c)
42     {
43         x=a;
44         if(b>c)
45         {
46             y=b;
47         }
48     }
49     else
50     {
51         y=c;
52     }
53 }
```

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int a,b,c;
int x,y;
printf("Enter three numbers\n");
scanf("%d%d%d",&a,&b,&c);
if( a>b && a>c)
{
    x=a;
    if(b>c)
    {
        y=b;
    }
}
else
{
    y=c;
}
else if (b>a && b>c)
{
    x=b;
    if(a>c)
    {
        y=a;
    }
    else
    {
        y=c;
    }
}

}
else if (c>a && c>b)
{
    x=c;
    if(a>b)
    {
        y=a;
    }
    else
    {
        y=b;
    }
}
float avg = sumaver(x,y);
printf("the average is %f\n",avg);
printeven(x,y);

return 0;
}
```