IBM19CS027
ASHUTOSH UPADHYAY
A2

②
```c
# include <stdio.h>
# include < math.h >
float sumaver (int x, int y)
{
    float avg ;
    int sum = 0 ;
    sum = x + y ;
    Printf (" The sum is %d \n", sum) ;
    avg = (x + y)/2 ;
    return avg ;
}

void printeven ( int x, int y)
{   int i ;
    Printf (" Even nos. between these numbers are \n");
    if (y %2 = 0)
    {   for (i = y ; i <= x ; i = i + 2)
        { Printf ("%d \n", i)
        }
    }
}

int main ( )
{   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 = sums aver (x, y );
             printf (" the average is %f \n", avg);
             printeven (x, y);
        return 0;
    }
```

\n");