```c
#include <stdio.h>
float sumaver (int num1, int num2)
    { int  sum =0;
    sum = num1 + num2 ;
    Point4 (" The sum of the 2 number is %d\n", sum)
    float avg = 0.0;
    avg = (num1 +num2)/2;

     return avg;
    }
void Point evn (int num1, int num2)
    {  if((num %.2) == =0)
    {  for int i = num1+2; i<num2 ; i+=2)
    {
      Pointf ("%.d", i);
      }
      }
      else
      { for int i=num1+1; i<num2 ;i+=2)
      {
        Pointf ("%.d", i);
        }
        }}
```

```c
int main ()
{
    int a, b. c ;
    Pointf (" enter the three numbers: \n");
    Scanf ("%d %d %d", &a, &b, &c);
    if (c<a && c<b) {
        float ans = sumaver (a,b);
        Pointf ("\n Average = %.f\n even numbers between the
            two number are :\n", ans);
        if (a<b)
            Point even (a,b);
        else &point evin (b,a);
    }
    else if (b<a && b<c)
    {  float ans = sumaver (a,c);
        Pointf ("\n Average = %.f\n evin number b/w the two
            number are :\n", ams);
        it (a<c)
            Point evin (a,c);
        else
            Point evin (c,a);
    int
    }
```

```
else {
    float   ans= sumavir (b,c);
    
    Printf("\n Avirag = 1.f\n  Evin  numbers  between
        the    two  number  are : \n", ans);
    
    If (b < c)
        Point evin (b,c);
    else {
        Print ivin (c,b);
    }
    return 0;
}
```