```c
#include <stdio.h>
float sumaver(int, int);
void printeven(int, int);

int main()
{
    int a, b, c;
    printf("Enter three numbers);
    scanf("%d %d %d, &a, &b, &c);
    float average;
    if (c<a && c<b)
    {
        average = sumaver(a, b);
        if (a<b)
            printeven(a, b); else
                             printeven(b, a);
    }
    else if (a<b && a$<c)
    {
        average = sumaver(a, b);
        if (c<b)
            printeven(a, b);        else
                                 printeven(b, c)
    }
    else if (b<a && b<c)
```

```c
{
    average = sumaver(a,c);
    if(c<a)
    printeven(c,a);
    else
    printeven(a,c);
}
printf("The averge of two no s: %f", average);
}

float sumaver(intp, int2)
{
    int sum = p+2q;
    return sum/2.0;
}


void printeven(intp, int2)
{
    int 1;
    printf("The even number are:\n");
    for(i=p+1; i<2; i++)
    {
        if(i%2 == 0)
        printf("%d\n", 1);
    }
}
}
```