

```
#include <stdio.h>
```

```
float sumaver(int p[2])
```

```
{ int sum;
```

```
float avg;
```

```
sum = p[1] + p[0];
```

```
avg = (p[1] + p[0]) / 2;
```

```
printf("%d\n", sum);
```

```
return avg;
```

```
}
```

```
void printeven(int p[2])
```

```
{ int s, b, n;
```

```
if (p[0] > p[1])
```

```
{ s = p[0]; b = p[1]; }
```

```
else
```

```
{ s = p[1]; b = p[0]; }
```

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

```
{ s = s - 1; }
```

```
for (n = s + 2; n < b; n = n + 2)
```

```
{ printf("%d\n", n); }
```

```
}
```

```
int main()
```

```
{ int a, b, c, p[2];
```

```
float avg;
```

```
printf("Enter three numbers: \n");
```

```
scanf("%d %d %d", &a, &b, &c);
```

```
if (a >= c && b >= c)
```

```
{ p[0] = a; p[1] = b; }
```

```
else
```

```
if (b >= a && c >= a)
```

```
{ p[0] = b; p[1] = c; }
```

```
else
```

```
if (a >= b && c >= b)
```

```
{ p[0] = a; p[1] = c; }
```

```
avg = sumaver(p);
```

```
printeven(p);
```

```
return 0;
```

main.c

```
1  #include <stdio.h>
2  float sumaver(int p[2])
3  {int sum;
4   float avg;
5   sum=p[1]+p[0];
6   avg=(p[1]+p[0])/2;
7   printf("%d\n",sum);
8   return avg;
9  }
10 void printeven(int p[2])
11 {int s,b,n;
12  if(p[0]>p[1])
13   {s=p[1];b=p[0];}
14  else
15   {s=p[0];b=p[1];}
16  if(s%2!=0)
17   {s=s-1;}
18  for(n=s+2;n<b;n=n+2)
19   {printf("%d\n",n);}
20
21  }
22 int main()
23 { int a,b,c,p[2];
24  float avg;
25  printf("Enter three numbers:\n");
26  scanf("%d%d%d",&a,&b,&c);
27  if(a>=c&&b>=c)
28   {p[0]=a;p[1]=b;}
29  else
30   if(b>=a&&c>=a)
31   {p[0]=b;p[1]=c;}
32  else
```

```
> clang-7 -pthread -lm -o main main.c
> ./main
Enter three numbers:
1
6
17
23
8
10
12
14
16
> 
```