

```
#include <stdio.h>
float sumaver(int num1, int num2) {
    int sum = 0;
    float avg = 0.0;
    sum = num1 + num2;
    printf("The sum of given no. = %d\n", sum);

    avg = (num1 + num2) / 2;
    return avg;
}
```

```
void printeven(int n1, int n2) {
    if (n1 % 2 == 0) {
        for (int i = n1; i < n2; i += 2)
            printf("%d ", i);
    }
    else {
        for (int i = n1 + 1; i < n2; i += 2)
            printf("%d ", i);
    }
}
```

```
{
int main() {
    int a, b, c;
    printf("Enter the 3 numbers: ");
    scanf("%d %d %d", &a, &b, &c);
    if (c < a && c < b) {
        float ans = sumaver(a, b);
        printf("avg = %.f", ans);
        if (a < b)
            printeven(a, b);
    }
}
```

```
else  
    printeven(b, a);  
}  
use if( b < a && b < c ) {  
    float ans = sumaver(a, c),  
    printf("Avg = %.d", ans);  
    if( a < c )  
        printeven(a, c);  
    else {  
        printeven(c, a);  
    }  
}  
else {  
    float ans = sumaver(b, c);  
    printf("Avg = %.f", ans);  
    if( b < c )  
        printeven(b, c);  
    else  
        printeven(c, b);  
}  
return 0;  
}
```