

Dingashu.k

1)

```

#include <stdio.h>
#include <math.h>
int main()
{
    int n, y, option;
    printf("Enter the number: \n");
    scanf("%d %d", &n, &y);
    printf("1. Addition \n 2. Subtraction \n 3. Multiplication \n 4. Division \n 5. Remainder operator \n 6. > \n 7. < \n 8. = \n 9. != \n 10. square operation \n -1. Exit \n");
    printf("Enter the option \n");
    scanf("%d", &option);
    while (option != -1)
    {
        switch (option)
        {
            case 1:
                printf("Sum of %d and %d = %d \n", n, y, n+y);
                break;
            case 2:
                printf("Difference of %d and %d = %d \n", n, y, n-y);
                break;
            case 3:
                printf("Multiplication of %d and %d = %d \n", n, y, n*y);
                break;
            case 4:

```

```
printf("Division of %d and %d = %d\n",
      n, y, n/y);
```

```
break;
```

```
case 5:
```

```
printf("Remainder operation of %d and %d = %d\n",
      n, y, n % y);
```

```
break;
```

```
case 6:
```

```
if (y > n)
```

```
{
    printf("%d is greater than %d\n", y, n);
}
```

```
else if (n > y)
```

```
{
    printf("%d is greater than %d\n", n, y);
}
```

```
break;
```

```
case 7:
```

```
if (y < n)
```

```
{
    printf("%d is less than %d\n", y, n);
}
```

```
break;
```

```
case 8:
```

```
if (y == n)
```

```
{
    printf("equals\n");
}
```

```
else
```

```
{
    printf("unequals\n");
}
```

```
5
```

```
break;
```

```
case 9:
```

```
if (y != x)
```

```
{
```

```
    printf("Not equals\n");
```

```
}
```

```
else
```

```
    printf("Equals\n");
```

```
break;
```

```
case 10:
```

```
    printf("Square of %d = %d\n", x, x*x);
```

```
    printf("Square of %d = %d\n", y, y*y);
```

```
break;
```

```
default:
```

```
    printf("Invalid option\n");
```

```
break;
```

```
}
```

```
scanf("%d", &option);
```

```
}
```

```
return 0;
```

```
}
```



Dhruv Kumar

```
2 #include <stdio.h>
float sumaver (int, int);
void printer (int, int);
int main ()
{
    int a, b, c, p, q;
    float avg;
    printf ("Enter 3 nos \n");
    scanf ("%d %d %d", &a, &b, &c);
    if (a < b && a < c)
    {
        p = b;
        q = c;
    }
    else if (b < a && b < c)
    {
        p = a;
        q = c;
    }
    else if (c < a && c < b)
    {
        p = a;
        q = b;
    }

    avg = sumaver (p, q);
    printf ("Average = %f \n", avg);
    printer (p, q);
    return 0;
}

float sumaver (int p, int q)
{
    printf ("Sum = %d \n", p + q);
```

```
return (p+q)/2.0;
}
void printeven(int p, int q)
{
    int m, n = 0;
    if (p > q)
    {
        printf("All the even no between the given  
two numbers");
        for (m = q+1; m < p; m++)
        {
            if (m % 2 == 0)
            {
                printf("%d\t", m);
                n++;
            }
        }
    }
    else
    {
        printf("All the even no between the given  
two numbers: ");
        for (m = p+1; m < q; m++)
        {
            if (m % 2 == 0)
            {
                printf("%d\t", m);
                n++;
            }
        }
    }
    if (n == 0)
```

printf ("No even numbers between the given  
two numbers\n");

}