Ex1.

#include<stdio.h>

int main()

{

float m1,m2,m3,avg;

printf("Enter Module 1 Marks = ");

scanf("%f",&m1);

printf("Enter Module 2 Marks = ");

scanf("%f",&m2);

printf("Enter Module 3 Marks = ");

scanf("%f",&m3);

avg=(m1+m2+m3)/3.0;

printf("Average is = %.2f",avg);

return 0;

}

Ex2

#include<stdio.h>

int main()

{

float m1,m2,m3,avg;

printf("Enter Module 1 Marks = ");

scanf("%f",&m1);

printf("Enter Module 2 Marks = ");

scanf("%f",&m2);

printf("Enter Module 3 Marks = ");

scanf("%f",&m3);

avg=(m1+m2+m3)/3.0;

printf("Average is = %.2f\n",avg);

if(avg>60)

{

printf("selected Software Engineering");

}

else

{

printf("not selected Software Engineering");

}

return 0;

}

Ex3

#include<stdio.h>

int main()

{

float m1,m2,m3,avg;

int count=1;

while(count<=3)

{

printf("Enter Module 1 Marks = ");

scanf("%f",&m1);

printf("Enter Module 2 Marks = ");

scanf("%f",&m2);

printf("Enter Module 3 Marks = ");

scanf("%f",&m3);

count++;

avg=(m1+m2+m3)/3.0;

printf("Average is = %.2f\n",avg);

if(avg>60)

{

printf("selected Software Engineering\n\n");

}

else

{

printf("not selected Software Engineering\n\n");

}

}

return 0;

}