

```

1) #include <stdio.h>
int main()
{
    int i,x,y;
    while (i!=4){
        printf ("Press 0 for <= operation\n");
        printf ("Press 1 for + operation\n");
        printf ("Press 2 for - operation\n");
        printf ("Press 3 for * operation\n");
        printf ("Press 4 for / operation\n");
        printf ("Press 5 for > operation\n");
        printf ("Press 6 for < operation\n");
        printf ("Press 7 for >= operation\n");
        printf ("Press 8 for checking equality\n");
        printf ("Press 9 for finding the remainder\n");
        printf ("Press 44 to exit\n");
        scanf ("%d", &i);
        if (i==44){
            break;
        }
        else {
            printf ("Enter two integer values:\n");
            scanf ("%d %d", &x, &y);
            switch(i){
                case 0:
                    if(x<=y) printf ("%d <= %d is true", x,y);
                    else printf ("%d <= %d is false", x,y);
                    break;
                case 1:
                    printf ("%d + %d = %d\n", x,y,x+y);
                    break;
                case 2:
                    printf ("%d - %d = %d\n", x,y,x-y);
                    break;
                case 3:
                    printf ("%d * %d = %d\n", x,y,x*y);
                    break;
                case 4:
                    printf ("%d / %d = %d\n", x,y,x/y);
                    break;
                case 5:
                    printf ("%d > %d is true", x,y);
                    break;
                case 6:
                    printf ("%d < %d is true", y,x);
                    break;
                case 7:
                    printf ("%d >= %d is true", x,y);
                    break;
                case 8:
                    if(x==y) printf ("%d == %d is true", x,y);
                    else printf ("%d == %d is false", x,y);
                    break;
                case 9:
                    remainder = x%y;
                    printf ("%d remainder of %d / %d is %d", x,y,y,remainder);
                    break;
            }
        }
    }
}

```

printf ("%.1d \* %.1d = %.1d \n", x, y, x\*y);  
 break;

case 4:

5

printf ("%.1d / %.1d = %.1d \n", x, y, x/y);  
 break;

case 5 :

x>y? printf ("%.1d > %.1d is true \n", x, y);  
 printf ("%.1d > %.1d is false \n", x, y);  
 break;

10

case 6:

x<y? printf ("%.1d < %.1d is true \n", x, y);  
 printf ("%.1d < %.1d is false \n", x, y);  
 break;

15

case 7:

x>=y? printf ("%.1d >= %.1d is true \n", x, y);  
 printf ("%.1d >= %.1d is false \n", x, y);  
 break;

20

case 8:

x1=y? printf ("%.1d != %.1d is true \n", x, y);  
 printf ("%.1d != %.1d is false \n", x, y);  
 break;

case 9:

printf ("Reminder when %.1d divided by is  
 %.1d \n", x, y, x%y);  
 break;

default:

25

printf ("Please input a valid number \n");  
 break;

}

}

return 0;

}

```

3 #include <stdio.h>
float sumavg(int a,int b);
void pointeven(int a,int b);
int main()
{
    int a,b,c,g1,g2,g3;
    float s;
    printf("Please input those numbers:");
    scanf("%d %d %d", &a, &b, &c);
    if (a>b && a>c){
        g1=a;
    }
    else if (b>a && b>c){
        g1=b;
    }
    else{
        g1=c;
    }
    if (a<b && a<c){
        g2=a;
    }
    else if (b<a && b<c){
        g2=b;
    }
    else{
        g2=c;
    }
    if (a>g3 && a<g1){
        g3=a;
    }
    else if (b>g3 && b<g1){
        g3=b;
    }
    else{
        g3=c;
    }
}

```

```

5     s = sumares(g1, g2);
      printf("./f", s);
      printeven(g1, g2);
      return 0;
    }
  
```

```

10    float sumares(int x, int y) {
      float avg;
      avg = (x+y)/2.0;
      printf("Sum = %.d\n", avg);
      printf("Average = %.d\n");
      printf("Average = ");
      return avg;
    }
  
```

```

15    void printeven(int x, int y) {
      int i;
      printf("Even numbers between %.d and %.d are: ", y, x);
      for (i=y+1; i<x; i++) {
        if ((i%2 == 0)) {
          printf("%.d ", i);
        }
      }
    }
  
```