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Symbols   Documents   62.c ✖   64.c ✖   ooj1.c ✖

~\Desk...ACTICE
 62.c
 64.c
 ooj1.c

```c
1    #include <stdio.h>
2    #include <math.h>
3    void main()
4    {
5    int a,b,choice;
6    printf("ENTER THE TWO NUMBERS\n ");
7    scanf("%d %d",&a,&b);
8    do
9    {
10   printf("\nMENU\n 1 for ADDITION\n 2 for SUBTRACTION\n 3 for MULTIPLICATION\n 4 for DIVISION\n");
11   printf("\n 5 to find MINIMUM\n 6 to find MAXIMUM\n 7 to find EVEN CHECK\n 8 to get REMINDER\n 9 for SQUARESS\n 10 for A POWER B\n 11 to EXIT\n");
12   scanf("%d",&choice);
13
14   switch(choice)
15   {
16   case 1 : printf("%d + %d = %d",a,b,a+b); break;
17   case 2 : printf("%d - %d = %d",a,b,a-b); break;
18   case 3 : printf("%d * %d = %d",a,b,a*b); break;
19   case 4 : printf("%d / %d = %d",a,b,a/b); break;
20   case 5 : if(a<b){
21            printf("%d",a);
22            }
```

New  Open  Save  Save All  Revert  Close  Back  Forward  Compile  Build  Execute  Color Chooser

Symbols  Documents  62.c  64.c  ooj1.c

~\Desk...ACTICE
62.c
64.c
ooj1.c

```c
25              }
26              else
27              printf("BOTH ARE SAME");
28              break;
29  case 6 : if(a>b){
30              printf("%d",a);
31              }
32              else if(b>a){
33              printf("%d",b);
34              }
35              else
36              printf("BOTH ARE SAME");
37              break;
38    case 7 : if(a%2==0)
39              printf("%d is even",a);
40              else
41              printf("%d is odd",a);
42              if(b%2==0)
43              printf("%d is even",b);
44              else
45              printf("%d is odd",b);
46              break;
47  case 8 : printf("%d",a%b);break;
48  case 9 : printf("%d \t %d",a*a,b*b);break;
49  case 10: ; int p = pow(a, b);
50              printf("%d",p);break;
51  case 11: printf("EXIT");break;
52  default : printf("enter integer in range 1 to 11\n");
53  }
54  }
55  while(choice !=11);
56  }
57
```

```
ENTER THE TWO NUMBERS
5
10

MENU
 1 for ADDITION
 2 for SUBTRACTION
 3 for MULTIPLICATION
 4 for DIVISION

 5 to find MINIMUM
 6 to find MAXIMUM
 7 to find EVEN CHECK
 8 to get REMINDER
 9 for SQUARESS
 10 for A POWER B
 11 to EXIT
1
5 + 10 = 15
MENU
 1 for ADDITION
 2 for SUBTRACTION
 3 for MULTIPLICATION
 4 for DIVISION

 5 to find MINIMUM
 6 to find MAXIMUM
 7 to find EVEN CHECK
 8 to get REMINDER
 9 for SQUARESS
 10 for A POWER B
 11 to EXIT
6
10
MENU
 1 for ADDITION
 2 for SUBTRACTION
 3 for MULTIPLICATION
 4 for DIVISION

 5 to find MINIMUM
 6 to find MAXIMUM
 7 to find EVEN CHECK
 8 to get REMINDER
 9 for SQUARESS
 10 for A POWER B
 11 to EXIT
```

```
11 to EXIT
11
EXIT


----------------------------

(program exited with code: 11)


Press any key to continue . . .
```

~\Desk...ACTICE
  ooj1.c
  ooj2.c

```c
1    #include <stdio.h>
2    float sumaver (float n1, float n2);
3    void printeven (float n1, float n2);
4
5    int main()
6    {
7    float a,b,c,num1,num2,average;
8    printf("INPUT THREE NUMBERS\n");
9    scanf("%f%f%f",&a,&b,&c);
10   if (a<b && a<c)
11   {
12   num1 = b;
13   num2 = c;
14   }
15   if (b < a && b < c){
16   num1 = a;
17   num2 = c;
18   }
19   if (c < a && c < b){
20   num1 = a;
21   num2 = b;
22   }
23   average = sumaver(num1,num2);
24   printf("\n average = %.2f\n",average);
25
26   printeven (num1,num2);
27   return 0;
28   }
```

~\Desk...ACTICE
   ooj1.c
   ooj2.c

```c
25
26      printeven (num1,num2);
27      return 0;
28    }
29
30    float sumaver(float n1, float n2){
31      printf("sum=%.2f",n1 + n2);
32      return ((n1 + n2)/2);
33    }
34
35    void printeven (float n1, float n2){
36      float a1,a2;
37    if (n1 < n2){
38      a1 = n1;
39      a2 = n2;
40    }
41    else {
42      a1 = n2;
43      a2 = n1;
44    }
45    printf("even numbers between them are : \n ");
46    for (float i = a1 + 1; i <a2; i++){
47    if ((int)i%2 == 0 ){
48    printf("%d\n",(int)i);
49    }
50    }
51    }
52
```

```
INPUT THREE NUMBERS
5
12
20
sum=32.00
  average = 16.00
even numbers between them are :
 14
16
18


------------------
(program exited with code: 0)

Press any key to continue . . .
```