

1.  
#include <stdio.h>

void main () {

int num 1, num 2, opt;

printf ("Enter the first integer: ");

scanf ("%d", &num 1);

printf ("Enter the second integer: ");

scanf ("%d", &num 2);

printf ("\n Input your option: \n");

printf ("1- Add, \n 2- Subtract, \n 3. Multiply, \n

4- divide, \n 5. greater Than, \n 6. less than \n

7. equal to \n 8. not equal to \n 9. Average \n

10. ~~exponent~~ power. \n 11. Exit");

scanf ("%d", &opt);

PTO

```
switch(opt) {
```

```
case 1:
```

```
    printf("The Addition of %.d and %.d is %.d\n",  
           num1, num2, num1+num2);
```

```
    break;
```

```
case 2:
```

```
    printf("the subtraction of %.d and %.d is %.d\n",  
           num1, num2, num1-num2);
```

```
    break;
```

```
case 3: printf
```

```
    printf("The multiplication of %.d and %.d is %.d\n",  
           num1, num2, num1*num2);
```

```
    break;
```

```
case 4:
```

```
printf("The division of %.d  
    If (num2 == 0) {
```

```
        printf("cannot divide by 0\n");
```

```
        break;
```

```
    } else {
```

```
        printf("division of %.d and %.d is %.d\n",  
               num1, num2, num1/num2);
```

```
        break;  
    }
```

Case 5:

```
printf
if (x > y) {
    printf("%.d is greater than %.d\n", num1, num2);
    break;
} else {
    printf("%.d is greater than %.d\n", num2, num1);
    break;
}
```

case 6:

```
if (x < y) {
    printf("%.d is less than %.d\n", num1, num2);
    break;
} else {
    printf("%.d is less than %.d\n", num2,
            num1);
    break;
}
```

case 7:

```
if (x == y) {
    printf("Both numbers are equal\n");
    break;
} else {
    printf("given Numbers are not equal\n");
    break;
}
```

Case 8:

```
if (x != y) {  
    printf("given numbers are not equal\n");  
    break;  
}  
else {  
    printf("given numbers are equal\n");  
    break;  
}
```

Case 9:

```
int result = (x+y)  
float result = (x+y)/2;  
printf  
printf("Average of %.d and %.d is %.f\n", num1  
    and, num2, result);  
break;
```

Case 10:

```
int power = power  
long long result = 1;  
if (y == 0) {  
    printf("Power of %.d and %.d is 1  
    1
```

```

    while (y != 0) {
        result * = x; num1
        -- y;
    }

```

```

printf("%d power %d is %lld", num1, num2, powerresult);

```

case 11;

break;

default:

```

printf("Input correct option");
break

```

}

}

```
2. #include <stdio.h>
```

```
float sumaver (int x, int y) {  
    printf("sum is %.d", x+y);  
    return (float)(x+y)/2;  
}
```

```
void  
int printeven (int x, int y) {  
    if (x % 2 == 0) {  
        printf("%.d", x);  
    }
```

```
    if (y % 2 == 0) {  
        printf("%.d", y);  
    }
```

```
    if (x % 2 != 0 && y % 2 != 0) {  
        printf("no numbers are even")  
    }
```

```
void main() {  
    int g1, g2;  
    int n1, n2, n3;  
    printf("Enter 3 numbers");  
    scanf("%.d %.d %.d", &n1, &n2, &n3);  
}
```



```
if (n1 > n2 && n1 > n3){  
    g1 = n1;
```

```
    g2 = n2 > n3 ? n2 : n3;  
}
```

```
if (n2 > n1 && n2 > n3){  
    g1 = n2;
```

```
    g2 = n1 > n3 ? n1 : n3;  
}
```

```
if (n3 > n1 && n3 > n2){  
    g1 = n3;
```

```
    g2 = n1 > n2 ? n1 : n2;  
}
```

```
printf (" %.d and %.d are the greatest of the 3", g1, g2);
```

```
sum  
printf ("calling Summaer with %.d and %.d", g1, g2);
```

```
float  
int summaer1 = summaer(g1, g2)
```

```
printf (" %.f", summaer1);
```

```
printfen(g1, g2);
```

```
}
```