lo

```
# include <stdio.h>

Void main () {

    int num1, num2, opt;
    printf (" Enter the first integer: ");
    scanf ("%d", & num1);
    printf (" Enter the second integer: ");
    scanf ("%d", & num2);

    printf ("\n Input your option: \n");
    printf (" 1- Add. \n 2- Subtract, \n 3. Multiply. \n
        4- divide. \n5. greater Than. \n 6. less than \n
        7. equal to \n 8. not equal to \n9. 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",
            num 1, num 2, num 1 - num 2);
    break;

case 3: ~~printf~~
    printf("The multiplication of %.d and %.d is %.d\n",
            num 1, num 2, num 1 * num 2);
    break;

case 4:
    ~~printf("The division of %.d~~
    If (num 2 == 0) {
      printf("connot divide by 0\n")
      break;
    } else {
      printf("division of %.d and %.d is %.d\n",
      break;      num1, num 2, num 1 / num 2);
    }
```

```
case 5:
    if (num1>num2){
    printf("%d is greater than %d\n", num1, num2);
    break;
  } else {
    printf("%d is greater than %d\n", num2, num1);
    break;
  }
case 6: if (num1<num2){
    printf("%d is less than %d\n", num1, num2);
    break;
  }else {
    printf("%d is less than %d\n", num2,
          num1);
    break;
  }

case 7:  num1== num2
    if(num1==num2){
    printf(" Both numbers are equal\n");
    break;
  }else {
    printf("given Numbers are not equal\n");
    break;
  }
```

Case 8:

```
        num1  num2
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~~; (num1 + num2)/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
```

```
        while (y != 0) {
            result *= x;
            --y;
        }
        printf("%.d power %.d is %lld", num1, num2, result);
    case 11:
        break;
    default:
        printf("Input correctoption");
        break
    }
}
```

num2 (y)
num1 (x)
power (result)

2. #include <stdio.h>

```
float sumaveer (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);
printf("calling Sumaver with %d %d", g1, g2);
float sumaver1 = sumaver(g1, g2)
printf("%f", sumaver1);
printeven(g1, g2);
}
```