

1. Menu-driven C program:

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

```
#include <stdlib.h>
```

```
#include <math.h>
```

```
void main ()
```

```
{
```

```
    int a, b, c;
```

```
    float avg;
```

```
    printf ("Enter the first number \n");
```

```
    scanf ("%d", &a);
```

```
    printf ("Enter the second number \n");
```

```
    scanf ("%d", &b);
```

```
    while (1)
```

```
{
```

```
    printf ("\n Enter the choice \n");
```

```
    printf ("\n 1-Addition \n 2-Subtraction \n 3-Multiplication
```

```
    \n 4-Division");
```

```
    printf ("\n 5-Greatest of two numbers \n 6-Smallest of two
```

```
    numbers \n 7 - The two numbers are equal \n 8 - The two
```

```
    numbers are not equal \n 9 - Remainder \n 10 - Average \n
```

```
    0 - To exit \n");
```

```
    scanf ("%d", &c);
```

```
    switch (c)
```

```
{
```

```
    case 1:
```

```
        printf ("Sum = %d", a+b);
```

```
        break;
```

```
    case 2:
```

```
        printf ("Difference = %d", a-b);
```

```
        break;
```

```
    case 3:
```

```
        printf ("Product = %d", a*b);
```

```
        break;
```


case 4:
printf("Quotient = %d", a/b);
break;

case 5:
if (a > b)
printf("The Greatest number among the two is %d", a);
else
printf("The Greatest number among the two is %d", b);
break;

case 6:
if (a < b)
printf("The Smallest number among the two is %d", a);
else
printf("The Smallest number among the two is %d", b);
break;

case 7:
if (a == b)
printf("True \n");
else
printf("False \n");
break;

case 8:
if (a != b)
printf("True \n");
else
printf("False \n");
break;

case 9:
printf("Remainder = %d", a%b);
break;

case 10:
printf("Average = %f", (a+b)/2.0);
break;

case 0:

exit(0);

default:

printf("Invalid input! Please try again later\n");

}

}

}

2)

#include <stdio.h>

float sumaver (int x, int y)

{
printf ("Sum : %d \n", x+y);
return (x+y)/2.0;

}

void printeven (int x, int y)

{
printf ("All the even numbers from %d to %d \n", y, x);
for (int i=y; i<=x; i++)

{

if (i%2==0)

printf ("%d", i);

}

}

int main()

{

int a[3], g1, g2, t;

printf ("Enter the three numbers \n");

scanf ("%d %d %d", &a[0], &a[1], &a[2]);

for (int i=0; i<3; i++)

{
for (int j=i+1; j<3; j++){
if (a[i]<a[j])

{

t=a[i]; j

a[i]=a[j];

a[j]=t;

}

}

}

g1 = a[0];

g2 = a[1];

float aver = sumaver (g1, g2);

printf ("Average : %f \n", aver);

printeven (g1, g2);
return 0;