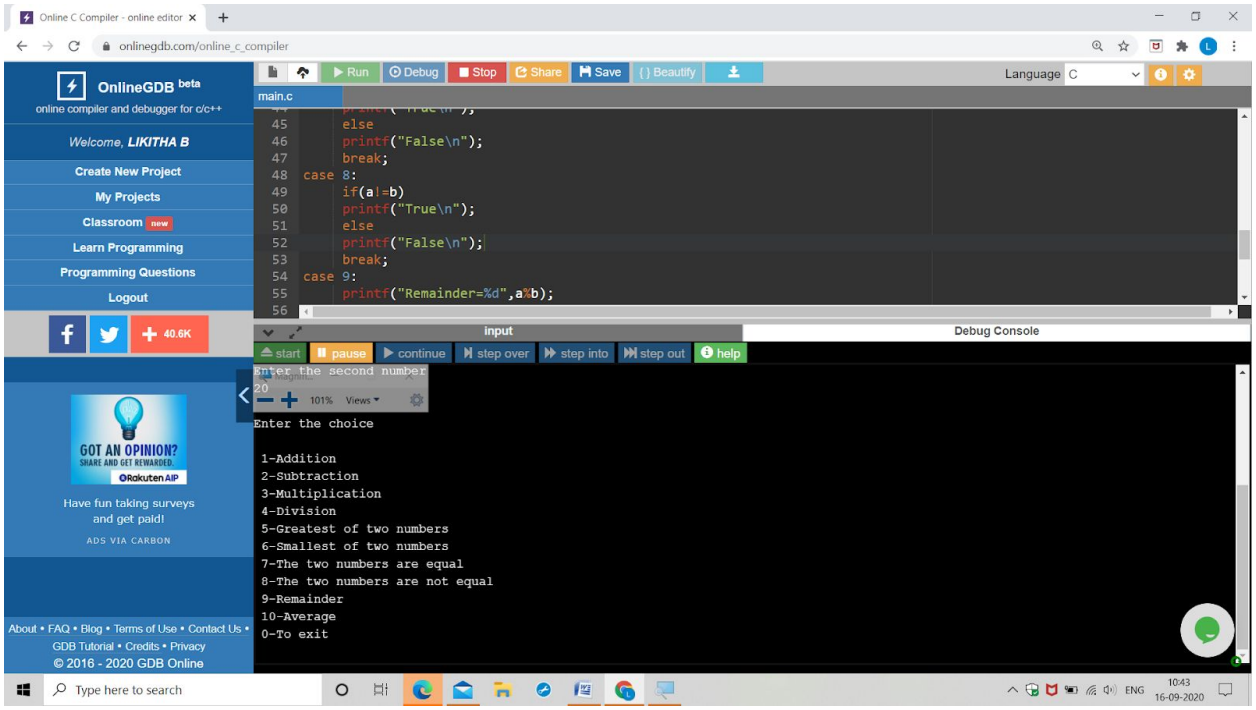
PROGRAM-1

```
#include<stdio.h>

#include<math.h>

void main()

{

int a,b,c;

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

scanf("%d",&a);

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

scanf("%d",&b);

while(1)

{

printf("\nEnter 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");
 }
 }
  }
```



PROGRAM-2

```
#include <stdio.h>
float sumaver(int x,int y)
   {
      printf("Sum: %d\n",x+y);
      return((x+y)/2);
   }

   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];
            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;
}
```