



```
#include <stdio.h>
#include <conio.h>
float average (int a, int b, int c);
void main () {
    int n1, n2, n3;
    float avg;
    clrscr();
    printf ("Enter 3 numbers: \n");
    scanf ("%d %d %d", &n1, &n2, &n3);
    avg = average (n1, n2, n3);
    printf ("The average value of three
            numbers is: %.2f", avg);
    getch();
}

float average (int a, int b, int c) {
    float avg;
    avg = (a+b+c)/3;
    return avg;
}
```

### Output

Enter 3 numbers : 1 2 3

The average value of three numbers is : 2.000000