

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

```
float averagesum (int x, int y)
```

```
{
```

```
    int sum;
```

```
    sum = x + y;
```

```
    printf("The sum of %d and %d = %d\n", x, y, sum);
```

```
    return sum/2;
```

```
}
```

```
void printeven (int x, int y)
```

```
{
```

```
    int i;
```

```
    printf ("The even numbers between %d and %d are", x, y);
```

```
    if (y > x)
```

```
    {
```

```
        for (i = x + 1; i < y; i++)
```

```
        {
```

```
            if (i % 2 == 0)
```

```
            {
```

```
                printf ("%d ", i);
```

```
            }
```

```
        }
```

```
    }
```

```
    else if (x > y)
```

```
    {
```

```
        for (i = y + 1; i < x; i++)
```

```
        {
```

```
            if (i % 2 == 0)
```

```
            {
```

```
                printf ("%d ", i);
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```

else
{
    printf("NONE");
}
}

```

```

int main()

```

```

{

```

```

    int a, b, c, x, y;

```

```

    float avg;

```

```

    printf("Enter any three numbers : \n");

```

```

    scanf ("%d%d%d", &a, &b, &c);

```

```

    if (a > c && b > c)

```

```

    {

```

```

        x = a;

```

```

        y = b;

```

```

    }

```

```

    else if (a > b && c > b)

```

```

    {

```

```

        x = a;

```

```

        y = c;

```

```

    }

```

```

    else

```

```

    {

```

```

        x = b;

```

```

        y = c;

```

```

    }

```

```

    printf ("The two greatest numbers are

```

```

        avg = average sum (x, y);

```

```

        "%d and %d", x, y);

```

(2)

```

scanf("%d", &i);
printf("Enter two numbers to use");
scanf("%d %d", &a, &b);
switch(i)
{

```

case 1:

```

printf("%d + %d = %d\n", a, b, a+b);
break;

```

case 2:

```

printf("%d - %d = %d\n", a, b, a-b);
break;

```

case 3:

```

printf("%d x %d = %d\n", a, b, a*b);
break;

```

case 4:

```

printf("%d / %d = %d\n", a, b, a/b);
break;

```

case 5:

```

printf("%d mod %d = %d\n", a, b, a%b);
break;

```

case 6:

```

if (a > b)

```

```

{

```

```

    printf("%d > %d\n", a, b);
}

```

```

else

```

```

{
    printf("%d > %d\n", b, a);
}

```

③

```

printf ( " Average of the numbers %d and %d = " ; x,y, avg);

    printeven(x,y);

    return 0;
}

```

2) \equiv include <stdio.h>

```

int main()
{
    int a,b,c,i;

    while (1)
    {
        printf(" ? CHOOSE THE NO ");

        printf("1) Add ");
        printf(" 2) Subtract");
        printf(" 3) Multiply\n");
        printf("4) Divide\n");
        printf(" 5) Modulus\n");
        printf(" 6) Greater than\n");
        printf(" 7) Lesser than\n");
        printf(" 8) Equal to\n");
        printf(" 9) Not equal to\n");
        printf("10) Increment\n");
    }
}

```

```

scanf("%d", &i);
printf("Enter two numbers to use");
scanf("%d %d", &a, &b);
switch(i)
{

```

Case 1:

```

printf("%d + %d = %d\n", a, b, a+b);
break;

```

Case 2:

```

printf("%d - %d = %d\n", a, b, a-b);
break;

```

Case 3:

```

printf("%d x %d = %d\n", a, b, a*b);
break;

```

Case 4:

```

printf("%d / %d = %d\n", a, b, a/b);
break;

```

Case 5:

```

printf("%d mod %d = %d\n", a, b, a%b);
break;

```

Case 6:

```

if (a > b)
{

```

```

    printf("%d > %d\n", a, b);
}

```

```

else
{

```

```

    printf("%d > %d\n", b, a);
}

```

break;

case 7: ~~if (a < b)~~

if (a < b)

{

printf ("%d < %d \n", a, b);

}

else

{

printf ("%d < %d \n", b, a);

}

break;

case 8: if (a == b)

{

printf ("%d == %d \n", a, b);

}

else

{

printf ("%d != %d \n", a, b);

}

break;

case 9: if (a != b)

{

printf ("%d \n", a, b);

}

else

{

printf ("%d \n", b, a);

}

break;

(5)

case 10 :

```
printf ("%d ++ = %d\n", a, a+1);  
printf ("%d ++ = %d\n", b, b+1);  
break;
```

default : printf (" Not Valid");

}

```
printf (" Press 1 to perform calculation again ");  
scanf ("%d", & c);
```

```
if (c != 1)
```

```
{
```

```
break;
```

```
}
```

```
}
```

```
}
```

(b)