(8)

```c
#include <stdio.h>
float sum over (int x, int y)
{
    int s;
    s = x + y;
    printf ("%d", s);
    return ((float)(s/2));
}

void print even (int x, int y)
{
    int i;
    for (i = x; i <= y; i++)
    {
        if (i%2 == 0)
            printf ("%d", &i);
    }
}

void main ()
{
    int g1, g2, 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;
    }
    elseif (n3 > n2 && n3 >> n1)
        g1 = n3;
```

```
g2 = n1 > n2 ? n1 : n2;
}

else if (n2 > n1 && n2 > n3)
{
    g1 = n2
    g2 = n3 > n1 ? n3 : n1;
}

printf ("%d and %d are the greatest of the 3 \n",
         g1, g2);

float sumaver = sumaver (g1, g2);
printf ("value returned by sumaver %. f \n",
         sumaver);

print even (g1, g2);
}
```