(1) NEEHAL - 1BM19CS097

```
#include <stdio.h>
Void main() {
    int num1, num2, opt;
    printf ("Enter the first integer :");
    Scanf ("%d", &num1);
    printf ("Enter the second integer:");
    Scanf ("%d", &num2);
    printf ("\n Input your option:\n");
    printf (" 1- Add.\n 2- Subtract.\n 3- multiply.\n
             4. divide.\n 5- greater than.\n 6- less than\n
             7. equal to.\n 8 - not equal to\n 9- Average\n
             10. power .\n11. Exit");
    Scanf ("%d", &opt);

Switch (opt) {
Case 1:
        printf ("The addition of %d and %d is %d \n", num1, num2,
                num1+num2);

        break;
Case 2:
        printf (" The Subtraction of %d and %d is %d\n", num1,
                num2, num1- num2);

        break;

Case 3:
        printf (" The multiplication of %d and %d is %d\n", num1
                num2, num1*num2);

        break;

Case 4:
        If (num2 == 0){
          printf ("cannot divide by 0\n")
          break;
        } else {
          printf ("Division of %d and %d is %d\n", num1, num2,
                  num1/num2);
```

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    break;
}
Case 5:
    if (x>y){
    printf ("%.0d is greater than %.0d \n", num1,num2);
    break;
    }
Case 6:
    if (x<y) {
    printf ("%.0d is less than %.0d \n", num1, num2,num1);
     break;
    }
Case 7:
    if (x==y){
     printf (" Both numbers are equal \n");
     break ;
    } else {
     printf (" Given numbers are not equal \n");
     break;
    }
Case 8:
    if (x!=y) {
    print (" Given numbers are not equal \n");
     break ;
   }else {
     printf (" given numbers are equal \n" );
     break;
    }
Case 9:
    float result = (x+y)/2;
    printf ("Average of %.0 and %.0 is %.f \n", num1, num2,
            result);
    break;

Case 10:
```

```
long power = 1;
while (num2 y! = 0) {
        result * = num1
        --y;
    }
printf ("%.0 power %.0 is %.ld", num1, num2, power);
case 11 :
        break;
default :
        printf ("Input correct option");
        break;
}
}
```

(2)

```
#include <stdio.h>
float sumaver (int x, int y) {
printf ("Sum is %.0", x+y);
return (float) (x+y)/2 ;
}
void printeven (int x, int y) {
        if (x%.2 == 0) {
        printf("%.0", x);
        }
        if (y%.2 == 0) {
          printf("%.0", y);
        if (x%.2 != 0 && y%.2 != 0){
          printf ("no numbers are even")
}
void main () {
        int g1, g2;
        int 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;
}
if(n2>n1 && n2>n3){
    g1 = n2;
    g2 = n1>n3 ? n1 : n3;
}
if(n3>n1 && n3>n2){
    g1 = n3;
    g2 = n1>n2 ? n1 : n2;
}
printf("%d and %d are the greatest of the three", g1, g2);
printf("Calling Sumaver with %d and %d", g1, g2);
float Sumaver1 = Sumaver(g1, g2)
printf("%f", Sumaver1);
Printeven(g1, g2);
}
```