1) Write a menu driven C Program to design a simple calculator which solves 10 operations - 4 Arithmetic, 4 Relational and any two of your choice. The program should loop till the user wishes to stop.

```
_#include<stdio.h>
#include<math.h>
#include<stdlib.h>
void main()
{
int a,b,c;
float avg;
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");
}
}
}
```

```
Select F:\88888888.exe
Enter the first number
Enter the second number
Enter the choice
 1-Addition
 2-Subtraction
 3-Multiplication
4-Division
 5-Greatest of two numbers
6-Smallest of two numbers
 7-The two numbers are equal
8-The two numbers are not equal
 9-Remainder
 10-Average
0-To exit
Product=40
Enter the choice
 1-Addition
 2-Subtraction
3-Multiplication
4-Division
5-Greatest of two numbers
6-Smallest of two numbers
 7-The two numbers are equal
8-The two numbers are not equal
 9-Remainder
 10-Average
0-To exit
The Greatest number among the two is 8
Enter the choice
 1-Addition
2-Subtraction
 3-Multiplication
4-Division
5-Greatest of two numbers
6-Smallest of two numbers
7-The two numbers are equal
8-The two numbers are not equal
9-Remainder
10-Average
0-To exit
Average=6.500000
Enter the choice
1-Addition
2-Subtraction
 3-Multiplication
4-Division
5-Greatest of two numbers
6-Smallest of two numbers
7-The two numbers are equal
8-The two numbers are not equal
9-Remainder
10-Average
0-To exit
```

Process returned 0 (0x0) execution time : 13.311 s

Press any key to continue.

- 2) Write a C program to accept three numbers from the user. Find the greater two among the three and pass them as parameters to the user defined functions given below.
- a. sumaver (...) which finds the sum and average of the two numbers. Print the sum and return the average.
- b. printeven (...) which prints all the even numbers between the given two numbers

```
#include <stdio.h>
float sumaver(int x,int y)
   {
     printf("Sum: %d\n",x+y);
     return((x+y)/2.0);
   }

   void printeven(int x,int y)
   {
      printf("All the even numbers from %d to %d are\n",y,x);
      for(int i=y;i<=x;i++)
      {
        if(i%2==0)
           printf("%d ",i);
      }
   }
}</pre>
```

```
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;
}
```

```
Enter the three numbers
5 8 3
Sum: 13
Average: 6.500000
All the even numbers from 5 to 8 are
6 8
Process returned 0 (0x0) execution time: 2.564 s
Press any key to continue.
```