

Lab 1 pgm

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

```
float sumaver (int, int);
```

```
void printeven (int, int);
```

```
void main ()
```

```
{
```

```
    int n1, n2, n3, a, b;
```

```
    float avg;
```

```
    printf ("Enter three No.: \n");
```

```
    scanf ("%d %d %d", &n1, &n2, &n3);
```

```
    if (n1 < n2 && n1 < n3)
```

```
    {
```

```
        a = n2; b = n3;
```

```
    }
```

```
    else if (n2 < n3 && n2 < n1)
```

```
    {
```

```
        a = n1; b = n3;
```

```
    }
```

```
    else
```

```
    {
```

```
        a = n1; b = n2;
```

```
    }
```

```
    if (a <= b)
```

```
    {
```

```
        n1 = a; n2 = b;
```

```
        printf ("%d %d \n", n1, n2);
```

```
    }
```

```
    else {
```

```
        n1 = b; n2 = a;
```

```
        printf ("%d %d \n", n1, n2);
```

```
    }
```

```

    printf("greater among the two is %f", n1);
else

```

```

    printf("greater among the two is %f", n2);
    break;

```

Case 6:

```

    if (n1 < n2)
    printf("Smaller among the two is %f", n1);
else

```

```

    printf("Smaller among the two is %f", n2);
    break;

```

Case 7:

```

    if (n1 == n2)
    printf("both integers are equal");
    break;

```

Case 8:

```

    if (n1 != n2)
    printf("both the integers are not equal");
    break;

```

Case 9:

```

    printf("Squares of 1st no %f & 2nd is %f", n1*n1,
           n2*n2);
    break;

```

Case 10:

```

    printf("average is %f", (n1+n2)/2);
    break;
}
}

```


Lab-1 programs (2)

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

void main()
{
    int opt;
    float n1, n2;
    printf("enter the first number: ");
    scanf("%f", &n1);
    printf("enter the second number: ");
    scanf("%f", &n2);
    printf("enter your option: ");
    printf("1. addition\n 2. subtraction\n 3. multiplication\n 4. division\n 5. greater than\n 6. smaller than\n 7. equal\n 8. not equal\n 9. square\n 10. average");
    scanf("%d", &opt);
    switch (opt)
    {
        case 1:
            printf("Addition is %f", n1 + n2);
            break;
        case 2:
            printf("Subtraction is %f", n1 - n2);
            break;
        case 3:
            printf("Multiplication is %f", n1 * n2);
            break;
        case 4:
            printf("division is %f", n1 / n2);
            break;
        case 5:
            if (n1 > n2)
```



```
avg = sumaver (n1, n2);  
}
```

```
printf (" Avg of %d, %d is = %d \n", a, b,  
        avg);  
printeven (n1, n2);  
}
```

```
float sumaver (int a, int b)
```

```
{
```

```
    int sum = a + b;
```

```
    float avg = sum / 2;
```

```
    printf (" Sum of %d + %d = %d \n", a, b, sum);
```

```
    return avg;
```

```
}
```

```
void printeven (int a, int b)
```

```
{
```

```
    int i = 0;
```

```
    printf (" even No in b/w %d, %d : \n", a, b);
```

```
    for (i = a; i <= b; i++)
```

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

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

```
        }
```

```
    }
```