2.

```c
#include <stdio.h>
float Sum aver (int x, int y)
{
    printf ("Sum: %d \n", x+y);
    return ((x+y)₂);
}
void Printeven (int x, int y)
{
    printf ("All the even numbers from
    %d to %d \n", y, x);
    for (int i=y; i<=x; i++)
    {
        if (i %. 2 == 0)
        printf ("%.d", i);
    }
}

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];
```

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a[j] = t ;

}

}

}

```
g1 = a[0];
g2 = a[1];
float aver = Sum aver (g1, g2);
    printf ( "Average : %f \n", aver);
    printFven (g1, g2);
    return 0;
}
```

~~end~~ program .