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#include<stdio.h>
float sumaver(int x,int y)
{
    int sum;
    sum = x + y;
    printf("\nSum of %d and %d = %d\n",x,y,sum);
    return (float)sum/2;
}

void printeven(int x,int y)
{
    int i;
    printf("\n\nThe even numbers between %d and %d are \t",x,y);
    if(y>x)
    {
        for(i=x+1;i<y;i++)
        {
            if(i%2==0)
            {
                printf("%d\t",i);
            }
        }
    }
    else if(x>y)
    {
        for(i=y+1;i<x;i++)
        {
            if(i%2==0)
            {
                printf("%d\t",i);
            }
        }
    }
    else
    {
        printf("NONE");
    }
}

int main()
{
    int a,b,c,x,y;
    float avg;

    printf("Enter any three numbers:\n");
    scanf("%d%d%d",&a,&b,&c);

    if(a>c && b>c)
    {
        x=a;
        y=b;
    }
    else if(a>b && c>b)
    {
        x=a;
        y=c;
    }
}

```

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}  
else  
{  
    x=b;  
    y=c;  
}  
printf("\nThe two greater numbers are %d and %d\n",x,y);  
  
avg = sumaver(x,y);  
printf("\nAverage of the numbers %d and %d = %.2f",x,y,avg);  
  
prunteven(x,y);  
  
return 0;  
}
```