

Algorithm for Question - 2.

Step 1: Start

Step 2: Declare the variables in the main functions

Step 3: Declare the functions Sumaver() and Printeven()

Step 4: Declare the variables in each functions.

Step 5: Calling the userdefined functions in main functions.

Step 6: Giving conditions to both userdefined functions according to the questions. using if, else

Step 7: Display the Output

Step 8: Stop

Q. Write a C program to accept three number 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 b/w the given two numbers:-

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

```
{
```

```
int Sumaver (int a, int b)
```

```
Sum = a+b;
```

```
{
```

```
int Sum;
```

```
Sum = a+b;
```

```
printf ("Sum = %d", Sum);
```

```
return Sum/2;
```

```
}
```

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

```
{
```

```
int small, big;
```

```
if (a > b)
```

```
{
```

```
small = b;
```

```
big = a;
```

```
}
```

```
else {
```

```
    small = a;
```

```
    big = b;
```

```
}
```

```
printf("Even numbers between two numbers are : \n");
```

```
int i;
```

```
for (i = small + 1; i < big; i++)
```

```
{
```

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

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

```
}
```

```
}
```

```
..
```

```
int main()
```

```
{
```

```
    int a, b, c, x, y, g1, g2;
```

```
    printf("Enter three number : \n");
```

```
    scanf("%d %d %d", &a, &b, &c);
```

```
    if (c < a && c < b)
```

```
    {
```

```
        g1 = a;
```

```
        g2 = b;
```

```
}
```

```
    else if (b < a && b < c)
```

```
    {
```

```
        g1 = a;
```

```
        g2 = c;
```

```
}
```

Teacher's Signature : _____


```
else {
```

```
    g1 = b;
```

```
    g2 = c;
```

```
}
```

```
avg = sumaver(g1, g2);
```

```
printf ("Average of two numbers is %d\n", avg);
```

```
printfen (g1, g2);
```

```
return 0;
```

```
}
```