

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

```
float sumavg;
```

```
{
```

```
float avg;
```

```
int sum=0;
```

```
sum = x+y;
```

```
printf("The sum is %.d\n", sum);
```

```
avg = (x+y) / 2;
```

```
return avg;
```

```
}
```

```
void printeven (int x, int y)
```

```
{
```

```
int i;
```

```
printf("even nos. between 2 numbers: \n");
```

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

```
{
```

```
for (i = y; i <= x; i = i + 2)
```

```
{
```

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

```
}
```

```
}
```

```
}
```

```
int main()
```

```
{
```

```
int a, b, c;
```

```
int x, y;
```

```
printf("Enter three numbers \n");
```

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

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

```
{
```

```
x = a;
```

```
if (b > c)
```

```

{
    y = b;
}
else
{
    y = c;
}
}
}
else if (b > a && b > c)
{
    k = b;
    if (a > c)
        y = a;
    else
        y = c;
}
else if (c > a && c > b)
{
    k = c;
    if (a > b)
        y = a;
    else
        y = b;
}
float avg = sum / k;
printf("average is %.1f\n", avg);
printf("even (k)");
return 0;
}

```