```c
#include<stdio.h>
float sumaver(int, int);
void printeven(int, int);

int main()
{
    int a,b,c,x,y;
    float avg;
    printf("Enter 3 nos \n");
    scanf("%d %d %d", &a,&b,&c);
    if(a<=b)
    {
        if(a<=c)
        {x=b; y=c;}
    }
    else
    {
        x=a, y=b;
    }
    else if (b<=c)
    { x=a; y=c;
    }
    else {
    x=a; y=b;
    }
    avg = sumaver(x,y);
    printeven(x,y); printf("Average is %f", avg);
    return 0;
}
float sumaver(int x, int y)
{
    printf("sum is %d \n", (x+y));
    avg = (float)((x+y)/2);
    return avg;
}
```

```c
void pintern (int x, int y)
{
    if (x > y)
    {
        for( int i = y+1 ; i < x ; i++)
        {
            if( i%2 ==0)
                printf(" %d    ", i);
        }
    } else
    {
        for( int i = x+1; i< y ; i++)
        {
            if (i%2 ==0)
                printf(" %d   ", i);
        }
    }
}
```