```c
#include <stdio.h>
#include<math.h>
float sumaver(int,int);
void printeven(int,int);
int main()
{
    int a,b,c,x,y;
    float avg;
    printf("enter three numbers\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;
    }
```

```c
    avg= sumaver(x,y);
    printeven(x,y);
    printf("average is %f\n",avg);
    return 0;
}

float sumaver(int x, int y)
{
    float avg;
    printf("sum is %d\n",x+y);
    avg= (float)((x+y)/2);
    return avg;
}
void printeven(int x, int y)
{
    int temp;
    if(y<=x)
    {
        temp=x;
        x=y;
        y=temp;
    }
    printf("even numbers between %d and %d : \n",x,y);
    for(int i= x+1;i<y;i++)
    {
        if(i%2==0)
        printf("%d ",i);
    }
    printf("\n");
}
```

```
enter three numbers
8
14
5
sum is 22
even numbers between 8 and 14 :
10 12
average is 11.000000
```

```
enter three numbers
12
20
4
sum is 32
even numbers between 12 and 20 :
14 16 18
average is 16.000000
```