

```

① # include <stdio.h>
void arithmetic (int a, int b);
void relational (int a, int b);
int main()
{

```

```

    int a, b, char ch;

```

```

    printf ("Enter 2 nos");

```

```

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

```

```

    do

```

```

    {

```

```

        printf ("Enter your choice\n");

```

```

        printf ("Menu : 1. Arithmetic opr 2. Relational 3. Exit\n");

```

```

        scanf ("%d", &ch);

```

```

        switch (ch)

```

```

        {

```

```

            case 1:

```

```

                arithmetic (a, b);

```

```

                break;

```

```

            case 2:

```

```

                relational (a, b);

```

```

                break;

```

```

case 3: case 3:

```

```

        exit(0) printf ("Exit");

```

```

        break;

```

```

    default:

```

```

        printf ("Enter correct output");

```

```

    } while (ch != 3);

```

```

}
void arithmetic (a,b) (int a, int b)
{
    int ch, ans;
    printf ("Enter your choice");
    printf ("Menu 1. Add 2. Multiply 3. Division 4. Modulus\n");
    scanf ("%d", &ch);

    switch (ch)
    {
        case 1:
            ans = a + b;
            printf ("result = %d", ans);
            break;
        case 2:
            printf ("result = %d", a * b);
            break;
        case 3:
            printf ("result = %d", a / b);
            break;
        case 4:
            printf ("result = %d", a % b);
            break;
        case 5:
            printf ("result = %d", a - b);
            break;
        default:
            printf ("Enter valid Output");
    }
}

```


void relation (int a, int b)

{

int ch, ans;

printf ("Enter your choice");

printf ("Menu 1. Greater than 2. Less than 3. equal 4. Greater than equal to 5. Less than equal to\n");

scanf ("%i", &ch);

switch (ch)

{

case 1:

if (a > b)

printf ("True");

else

printf ("false");

break;

Case 2:

if (a < b)

printf ("True");

else

printf ("false");

break;

Case 3:

printf ("a == b")

if (a == b)

printf ("True");

else

printf ("False");

break;

Case 4:

if (a >= b)

printf ("True")

else

printf ("False")

break;

Case 5:

if (a <= b)

```
printf ( "True " ),  
else  
printf ( "False" );  
break;
```

```
default :  
printf ( "Enter a valid choice" );  
}
```

```
}
```

```

② #include <stdio.h>
void int/float summaen (int a, int b);
void printen (int a, int b);

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

    printf ("Enter 3 nos \n");
    scanf ("%f %f %f", &a, &b, &c);

    if (a > b && b > c)
    {
        x = summaen (a, b);
        printf ("Avg of %f & %f = %f", a, b, x);
        printen (a, b);
    }
    else if ( a < b a > b && b < c c > b )
    {
        x = summaen (a, c);
        printf ("Avg of %f & %f = %f", a, c, x);
        printen (a, c);
    }
    else if (b > a && c > a)
    {
        x = summaen (b, c);
        printf ("Avg of %f & %f = %f", b, c, x);
        printen (b, c);
    }
}

```

```

float, summauer (int a, int b)
{
    int s, avg;
    s = a + b;
    print ("sum of 1.d and 1.d = 1.d", a, b, s);
    avg = s / 2;
    return avg;
}

```

```

void printeven (int a, int b)
{
    for if (a > b)
    {
        for (int i = b; i >= a; i++)
        {
            if (i % 2 == 0)
                printf ("1.d\n", i);
        }
    }
    else
    {
        for (int i = a; i >= b; i++)
        {
            if (i % 2 == 0)
                printf ("1.d\n", i);
        }
    }
}

```