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IBM 19 CS022

1)

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

int main ()
{
    int  a, b, i, choice;
    printf (" enter two no's \n");
    scanf ("%d %d", &a, &b);
    printf (" chart of operations\n");
    printf (" 1: addition of two no's\n);
    printf (" 2: substraction of two no's\n)';
    printf (" 3: multiplication of two no's\n);
    printf (" 4: division of two no's\n);
    printf ("5: check if first no is smaller than
                    the second no \n);
    printf (" 6: check if second no is smaller than
                    the first no \n);
    printf (" 7: check if first no is greater than or
                    equal to second no \n");
    printf (" 8: check if second no is greater than or
                    equal to first no \n);
    printf ("9: check if two no's are equal \n");
    printf (" 10: to quit \n");
```

①

```c
while (i)
{
    printf(" Enter your choice \n");
    scanf(" %d", &choice);

    if (choice &== 1)
    { printf(" the sum is = %d \n", a+b);

    }
    elsif (choice==2)
    { printf(" the difference is = %d \n", a-b);
    }
    elseif (choice == 3)
    {
        printf(" the product is = %d \n", a*b);

    }
    else if (choice == 4)
    {
        printf (the ans is = %d \n, a/b);
    }
    elseif (choice == 5)
    {
        if (a < b)
        printf(" the %d is smaller than %d \n", a, b);

        else
        printf (" false \n");

    }
    else if (choice == 6)
    {
        if (b < a)
        printf (" the %d is smaller than %d \n", b, a);

        else
        printf ("false \n");

        {
```

```c
else if (choice == 7)
{
  if ( a >= b)
  printf (" %d is greater than or equal to %d \n", a, b);

  else
  printf (" false \n");
}
else if (choice == 8)
{
  if ( b >= a)
  printf ("%d is greater than or equal to %d \n", b, a);

  else
  printf (" false \n");

}
else if (choice == 9)
{
  if (a == b)
  printf (" %d is equal to %d \n", a, b);

  else
  printf (" false \n");

}
else if (choice == 10)?
{
  break;

}
else
  printf (" enterd invalid choice \n");

}
return 0;
}
```

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```c
# include < stdio.h >
float sumaur ( int, int );

void  printeven ( int, int );

int main()
{
    int  a, b, c;
    printf ("Enter three nos \n");
    scanf ("%d %d %d", &a, &b, &c);

    float avrage;
    if (c<a && c < b)
    {
        avrage = sumaur (a, b);
        if (a<b)
                                a, b
                printeven (b,a);        else    printeven (b,a);
    }
    elseif ( a<b && a<c)
    {
        avrage = sumaur (b, c);

        if (b<c)
            printeven (b, c);

        else
            printeven (c, b);
    }
    else if ( b<a && b<c)
    {
        avrage = sumaur (a, c);
```

```c
if (c<0)

    printwn (c, a);

else

    printcwn (a,c);

}

    printf ("The avrage of two nos: %f", avrage);

float sumaver (int p, int q)

{ int sum;

    sum = p+q;

    return sum/2.0;

}

void printeven (int p, int q)

{

    int i;

    printf ("the even numbers are \n");

    for (i= p+1 ; i<q ; i++ )

    {

    if    (i%2 ==0)

        printf ("%d\n, i);

    {

    return 0;

    }
```