

2. Write a c-program to design a accept three numbers from the user find the greater two among the three and pass them as parameters to the user defined functions given below.

a. `sumaver(...)` which finds the sum and average of the two numbers print the sum and return the average.

b. `printeven(...)` which prints all the even numbers between given two numbers.

```
#include <stdio.h>
float sumaver(int x, int y)
{
    int S;
    S = x + y;
    printf("%d", S);
    return (float (S/2));
}
```



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

```
{
```

```
    int i;
```

```
    for (i=x, i<=y, i++)
```

```
    {
```

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

```
            printf ("%d", i);
```

```
    }
```

```
void main()
```

```
{
```

```
    int g1, g2, n1, n2, n3;
```

```
    printf ("Enter 3 numbers");
```

```
    scanf ("%d %d %d", &n1, &n2, &n3);
```

```
    if (n1 > n2 && n1 > n3)
```

```
    {
```

```
        g1 = n1;
```

```
        g2 = n2 > n3 ? n2 : n3;
```

```
    }
```

```
    else if (n3 > n2 && n3 > n1)
```

```
        g1 = n3;
```

```
        g2 = n1 > n2 ? n1 : n2;
```

```
    }
```

Teachers Signature.....



```
else if (n2 > n1 && n2 > n3)
```

```
{  
    g1 = n2
```

```
    g2 = n3 > n1 ? n3 : n1;  
}
```

```
float avg = sumaver(g1, g2);
```

```
printf ("%.f", avg);
```

```
printf even (g1, g2);  
}
```

```
printf ("%d and %d are the  
greatest of the 3\n", g1, g2);
```

```
float sumover = sumaver(g1, g2);
```

```
printf ("Value returned by  
sumaver of\n", sumover);
```

```
printf even (g1, g2);  
}
```