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

float sumaver
{
    float avg;
    int sum=0;
    sum= x+y;
    printf("the sum is %d \n", sum);
    avg=(x+y)/2;
    return avg;
}
void printeven (int x, int y)
{
    int i;
    printf("even nos. between 2 numbers: \n");
    if (y%2==0)
    {
        for (i=y; i<=x; i=i+2)
        {
            printf("%d\n", i);
        }
    }
}
    int main()
    {
        int a,b,c;
        int x,y;
        printf("enter three numbers\n");
        scanf("%d %d %d", &a,&b,&c);
        if (a>b && a>c)
        {
            x=a;
            if(b>c)
```

```c
    {
        y = b;
    }
    else
    {
        y = c;
    }
}
else if (b > a && b > c)
{
    h = b;
    if (a > c)
        y = a;
    else
        y = c;
}
else if (c > a && c > b)
{
    h = c;
    if (a > b)
        y = a;
    else
        y = b; }

    float avg = sumever (h, y);
    printf ("average is %.f \n", avg);
    printeven (h, y);
    return 0;
}
```