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

float sumaver (int x, int y)
{
    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;
```

```c
printf ("enter three numbers \n");
scanf ("%d%d%d", &a, &b, &c);
if (a>b && a>c)
{
    x=a;
    if (b>c)
    {
        y=b;
    }
    else
    {
        y=c;
    }
}
else if (b>a && b>c)
{
    x=b;
    if (a>c)
        y=a;
    else
        y=c;
}
else if (c>a && c>b)
{
    x=c;
    if (a>b)
        y=a;
    else
        y=b; }
```

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