

3) #include <stdio.h>

float sumaver(int c, int d);

void printeven(int l, int r);

int main()

{

int a, b, c, l, r;

float avg;

printf("enter 3 numbers:");

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

if(a > b)

{

if(a > c)

{

l = a;

if(b > c)

r = b;

else

r = c;

}

}

else

{

if(b > c)

{

l = b;

if(a > c)

r = a;


```

else
    r=c;
}
else
{
    l=c;
    if(a>b)
        r=a;
    else
        r=b;
}
}
avg = sumavr(l, r);
printf("\n %f ", avg);
printf("\n");
return 0;
}

float sumavr(int c, int d)
{
    int sum;
    float avg;
    sum = c+d;
    avg = sum/2.0;
    printf("%d", sum);
    return avg;
}

```



```
void printeven(int l, int r)
{
    for (int i = r+1; i <= l; i++)
    {
        if (i % 2 == 0)
            printf("%d\n", i);
    }
}
```