

Dryjanku Thonwar
1BMISCC053

~~#include~~

#include <stdio.h>

#include <conio.h>

~~#include <math.h>~~

float sumaves (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("The even numbers between two greater +
numbers are : \n");

if (y % 2 == 0)

{

for (i = y; i <= x; i = i + 2)

{

printf(" %.d \n", i);

}

}

Divyanshu Thakur
18MISCS05

```
else
```

```
{
```

```
    {sol j=y+1; i=x; i=i+2}
```

```
    {
```

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

```
    }
```

```
}
```

```
}
```

```
int main()
```

```
{
```

```
    int a, b, c;
```

```
    printf("Enter the three numbers : \n");
```

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

```
    int x, y;
```

```
    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;
```

Diyanshu Thakur

1BMISCS05

else

y = c;

{

else if (c > a && c > b)

{

x = c;

if (a > b)

y = a;

else

y = b;

}

float avg = sumavg(x, y);

printf("The average is %.1f\n", avg);

printf("%d", x, y);

return 0;

{