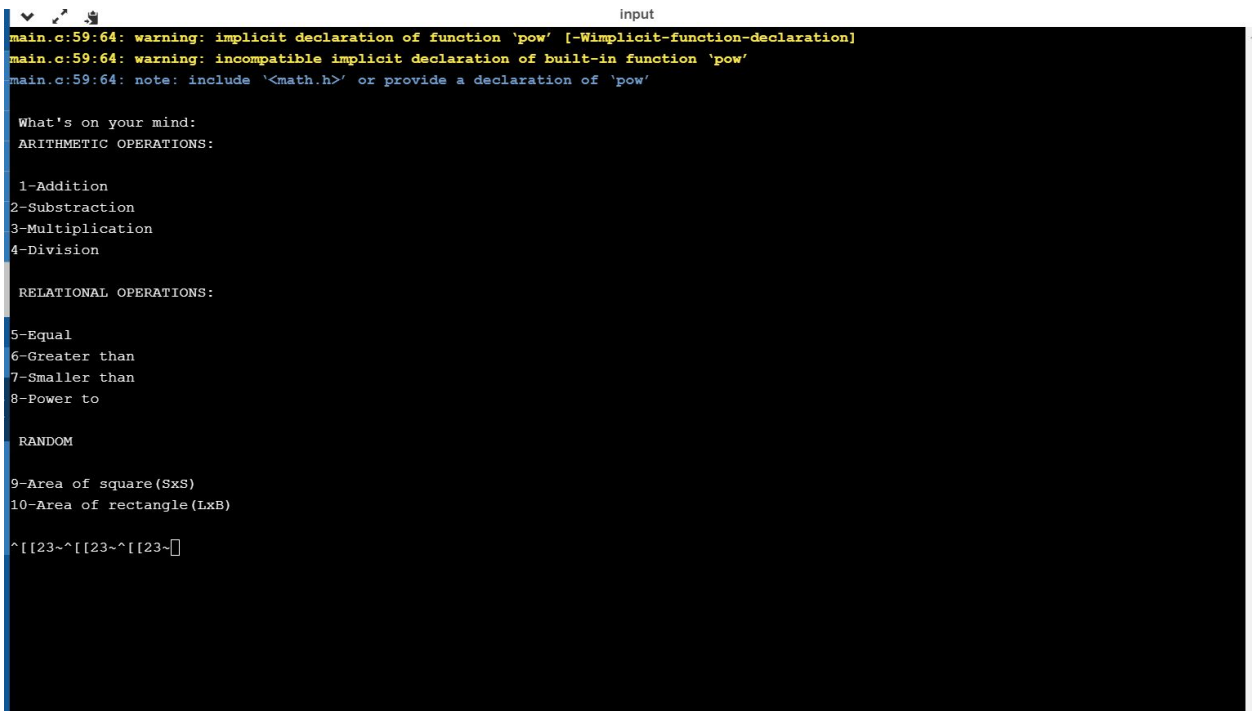
```c
#include<stdio.h>
void main()
{
    int num1,num2,opt;
    char ch;
    do
    {
        printf("\n What's on your mind:\n");
        printf(" ARITHMETIC OPERATIONS: \n\n 1-Addition \n2-Substraction \n3-Multiplication \n4-Division \n\n RELATIONAL OPERA
        scanf("%d",&opt);
        printf("Enter the first Integer :");
        scanf("%d",&num1);
        printf("Enter the second Integer :");
        scanf("%d",&num2);
        switch(opt)
        {
            case 1:
                printf("Addition of  %d and %d is: %d\n",num1,num2,num1+num2);
                break;
            case 2:
                printf("Substraction of %d  and %d is: %d\n",num1,num2,num1-num2);
                break;
            case 3:
                printf("Multiplication of %d  and %d is: %d\n",num1,num2,num1*num2);
                break;
            case 4:
                if(num2==0)
                {
                    printf("The second integer is zero. Devide by zero.\n");
                }
                else
                {
                    printf("Division of %d  and %d is : %d\n",num1,num2,num1/num2);
                }
                break;
            case 5:
                if(num1==num2)
                    printf("Both the numbers are equal");
                else
                    printf("Both number are not equal");
                break;
```

```c
            case 5:
                if(num1==num2)
                    printf("Both the numbers are equal");
                else
                    printf("Both number are not equal");
                break;
            case 6:
                if(num1>num2)
                    printf("%d is greater than %d",num1,num2);
                else if(num2>num1)
                    printf("%d is greater than %d",num2,num1);
                else if(num1==num2)
                    printf("both are equal");
                break;
            case 7:
                if(num1<num2)
                    printf("%d is smaller than %d",num1,num2);
                else if(num2<num1)
                    printf("%d is smaller than %d",num2,num1);
                else if(num1==num2)
                    printf("both are equal");
                break;
            case 8:
                printf("%d to the power of %d is %f",num1,num2,pow(num1,num2));
                break;
            case 9:
                printf("Area of square with side %d is %d",num1,num1*num2);
                break;
            case 10:
                printf("Area of rectangle with length %d and breadth %d is %d",num1,num2,num1*num2);
                break;
            default:
                printf("Input correct option\n");
                break;
        }
        printf ("Do you want to repeat the operation Y/N: ");
        scanf (" %c", &ch);
    }
while (ch == 'y' || ch == 'Y');
}
```


input
main.c:59:64: warning: implicit declaration of function 'pow' [-Wimplicit-function-declaration]
main.c:59:64: warning: incompatible implicit declaration of built-in function 'pow'
main.c:59:64: note: include '<math.h>' or provide a declaration of 'pow'
What's on your mind:
ARITHMETIC OPERATIONS:
1-Addition
2-Substraction
3-Multiplication
4-Division
RELATIONAL OPERATIONS:
5-Equal
6-Greater than
7-Smaller than
8-Power to
RANDOM
9-Area of square(SxS)
10-Area of rectangle(LxB)
^[[23~^[[23~^[[23~

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main.c

```c
#include<stdio.h>
int sumaver(int num1,int num2)
{
    float sum =0,avg;
    sum = num1+num2;
    avg = sum/2;
    printf("\nsum of two numbers: %f \n",sum);
    return avg;
}
int printeven(int num3,int num4)
{
    int k=num3+1,arr[10];
    printf("\nEven numbers: ");
    while(k<num4)
    {
        if(k%2==0)
            printf("%d \t",k);
        ++k;
    }
}

int main()
{
    int num[3],i,j,temp,s,p;
    printf("Enter three number separated with spaces: ");
    scanf("%d %d %d",&num[1],&num[2],&num[3]);
    for(i=1; i<4; i++)
    {
        for(j=i+1; j<4; j++)
        {
            if(num[i] > num[j])
            {
                temp = num[i];
                num[i] = num[j];
                num[j] = temp;
            }
        }
    }
    s = sumaver(num[2],num[3]);
    p = printeven(num[2],num[3]);
    printf("\nAverage: %d \n",s);
    return 0;
```

input

```
Enter three number separated with spaces: 10 24 38

sum of two numbers: 62.000000

Even numbers: 26        28      30      32      34      36
Average: 31


...Program finished with exit code 0
Press ENTER to exit console.
```