

```

2) #include <stdio.h>
void swap(int* a, int* b) {int t; int *a2;
void printer(int x1, int x2)
int main()
{ float any;
printf("Enter three numbers")
int p, q, r, x1, x2
scanf("%d %d %d", &p, &q, &r);
if (p > q)
{
if (p > r)
x1 = p;
if (q > r)
x2 = q;
else
x2 = r;
}
else if (q > r)
{
if (q > p)
x1 = q;
if (r > p)
x2 = r;
else
x2 = p;
}
else {
x1 = r;
if (p > q)
x2 = p;
else
x2 = q;
}
}
}

```



```

    avg = summaer (x1, x2);
    printerer (x1, x2);
    printf ("%d" &avg); return 0;
}

```

```

float void summaer (int a, int b)
{

```

```

    int sum;

```

```

    sum = a + b;

```

```

    avg = (a + b) / 2;

```

```

    printf ("sum = %d", &sum);

```

```

    return avg;
}

```

```

void printerer (int a, int b)
{

```

```

    for (int i = a, i <= b, i++)

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```

    { for int i = a, i <= b

```

```

        if (i % 2 == 0)

```

```

            printf ("%d", &a);

```

```

    }

```

```

    printf ("%d", &b);
}

```

```

}

```