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```
#include <stdio.h>

void check(float a, float b, float c, float *x, float *y) {
    if (a < b && a < c) {
        if (b < c) {
            *x = b;
            *y = c;
        }
        else {
            *x = c;
            *y = b;
        }
    }
    else if (b < c && b < a) {
        if (c < b) {
            *x = c;
            *y = a;
        }
        else {
            *x = a;
            *y = c;
        }
    }
    else {
        *x = a;
        *y = b;
    }
    printf("In x= %f, y= %f", *x, *y);
}
```

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```
float sumaver(float x, float y) {  
    float sum = x + y;  
    float avg = sum / 2;  
    printf("In Sum = %.2f", sum);  
    return avg;  
}
```

```
void printeven(float x, float y) {  
    printf("In Even nos. b/w %.2f & %.2f =\n", x, y);  
    for (int i = x; i <= y; i++) {  
        if (i % 2 == 0)  
            printf("\n %d", i);  
    }  
}
```

```
int main() {  
    float a, b, c, x, y, avg = 0;  
    printf("In Enter 3 nos. : ");  
    scanf("%f", &a);  
    scanf("%f", &b);  
    scanf("%f", &c);  
    check(a, b, c, &x, &y);  
    avg = sumaver(x, y);  
    printf("\n Avg = %.2f", avg);  
    printeven(x, y);  
    return 0;  
}
```