

```
#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("\n x = %f,y = %f", *x, *y);
```

```
}
```

```
float sumaver(float x, float y) {
```

```
    float sum = x + y;
```

```
    float avg = sum/2;
```

```
    printf("\n Sum = %.2f", sum);
```

```
    return avg;
```

```
}
```

```
void printeven(float x, float y) {
```

```
    printf("\n Even numbers between %.2f and %.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("\nEnter 3 numbers: ");
```

```
    scanf("%f", &a);
```

```
    scanf("%f", &b);
```

```
    scanf("%f", &c);
```

```
    check(a, b, c, &x, &y);
```

```
    avg = sumaver(x, y);
```

```
    printf("\n Average = %.2f", avg);
```

```
    printeven(x,y);
```

```
    return 0;  
}
```

```
Enter 3 numbers: 5 1 12  
  
x = 5.000000,y = 12.000000  
Sum = 17.00  
Average = 8.50  
Even numbers between 5.00 and 12.00 =  
  
6  
8  
10  
12  
  
-----  
(program exited with code: 0)  
  
Press any key to continue . . .
```