

① #include <stdio.h>

#include <math.h>

void main()

{ float avg, divi;

int no, no2, choice, run=1, add, diff, ~~avg~~, pow, mul;

~~long int~~ while(run==1) {

printf("Enter 2 numbers");

scanf("%d", &no);

scanf("%d", &no2);

printf("Enter 1 for addition \n

Enter 2 for subtraction \n

Enter 3 for multiplication \n

Enter 4 for division"); //arithmetic

printf("Enter 5 for equality of numbers & \n

6 for greater number, \n

7 for smaller number, \n

8 for which number is zero? \n

9 ~~and 10 for first no 1 & 2 and power~~ \n 10 for

avg ~~and number 1 & 2~~ \n"); //relational

scanf("%d", &choice);

printf("Enter 11 for exit from the calculator");

scanf("%d", &choice);

~~while~~

switch (option)

```
{  
    case 1: printf("%d %d %d", no  
        int sum;  
        sum = no + no2;  
        printf("%d", sum);  
        break;
```

```
    case 2: int diff;  
        if if (no > no2)  
        {  
            diff = no - no2;  
        }  
        else  
        {  
            diff = no2 - no;  
        }  
        printf("%d", diff);  
        break;
```

```
    case 3: int mul;  
        mul = no * no2;  
        printf("%d", mul);  
        break;
```

```
    case 4: int div; int div;  
        if if (no2 == 0)  
            printf("cannot divide");  
        else  
        {  
            (float)  
            div = no / no2;  
            printf("%f", div);  
        }  
        break;
```

case 5: if (no == no2)
printf("Both the numbers are equal");
break;

case 6: if (no > no2)
printf("%.d is greater", no);
else
printf("%.d is greater", no2);
break;

case 7: if (no < no2)
printf("%.d is smaller", no);
else if
printf("%.d is smaller", no2);
break;

case 8: if (no == 0)
printf("%.d is zero", no);
else if (no2 == 0)
printf("%.d is zero", no2);
break;

case 9: ~~int long pow~~
po = ~~not~~ math.pow(~~no, no2~~)(no, no2);
printf("%.d", po);
break;

case 10: ~~long po, int po~~, avg = ~~no + no2~~;
po = math.pow(no2, 2);
printf("%.d", po), ~~avg~~, (float)avg/2);
break;

case 11: ~~printf~~ sum = 0;
exit(1);
break;

&

```
default: printf("Invalid entry");  
        exit(1);
```

```
    }  
}
```

2.) #include <stdio.h>

~~void~~ float sumaver (int x, int y)

```
{  
    int int s;  
    s = x + y;  
    printf("%d", &s);  
    return (s/2); (float)(s/2);  
}
```

void printeren (int x, int y)

```
{  
    int i;  
    for (i = x; i <= y; i++)  
    {  
        if (i % 2 == 0)  
            printf("%d", i);  
    }  
}
```

void main()

```
{  
    int g1, g2, n, n1, n2;  
    printf("Enter 3 numbers");  
    scanf("%d %d %d", &n1, &n2, &n);
```

```
    if (n1 > n2 && n1 > n)  
    {  
        g1 = n1;  
        g2 = n2 > n ? n2 : n;  
    }
```

```
    if (n > n2 && n > n1)  
    {  
        g1 = n;  
        g2 = n1 > n2 ? n1 : n2;  
    }
```

if (~~n2~~ n2 > n & n2 > n1)
{
 g1 = n2;
 g2 = n > n1 ? n : n1;
}

float avg = sumaver(g1, g2);
printf("%f", &avg);
printeven(g1, g2);

}