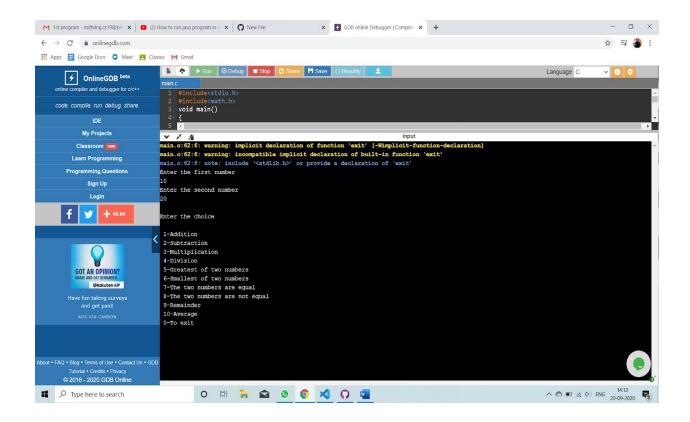
```
1(program)
#include<stdio.h>
#include<math.h>
void main()
int a,b,c;
float avg;
printf("Enter the first number\n");
scanf("%d",&a);
printf("Enter the second number\n");
scanf("%d",&b);
while(1)
{
printf("\nEnter the choice\n");
printf("\n 1-Addition \n 2-Subtraction \n 3-Multiplication \n 4-Division");
printf("\n 5-Greatest of two numbers \n 6-Smallest of two numbers \n 7-The two numbers are
equal \n 8-The two numbers are not equal \n 9-Remainder \n 10-Average\n 0-To exit\n");
scanf("%d",&c);
switch(c)
{
case 1:
   printf("Sum=%d",a+b);
   break:
case 2:
   printf("Difference=%d",a-b);
   break:
case 3:
   printf("Product=%d",a*b);
   break:
case 4:
   printf("Quotient=%d",a/b);
   break:
case 5:
   if(a>b)
   printf("The Greatest number among the two is %d",a);
   printf("The Greatest number among the two is %d",b);
   break:
case 6:
  if(a<b)
   printf("The Smallest number among the two is %d",a);
   else
   printf("The Smallest number among the two is %d",b);
```

```
break;
case 7:
   if(a==b)
   printf("True\n");
   else
   printf("False\n");
   break;
case 8:
   if(a!=b)
   printf("True\n");
   else
   printf("False\n");
   break;
case 9:
   printf("Remainder=%d",a%b);
   break;
case 10:;
   printf("Average=%f",(a+b)/2.0);
   break;
case 0:
   exit(0);
default:
   printf("Invalid input!Please try again later\n");
}
}
}
```



```
2(program)
#include <stdio.h>
float sumaver(int x,int y)
  {
     printf("Sum: %d\n",x+y);
     return((x+y)/2);
  }
  void printeven(int x,int y)
     printf("All the even numbers from %d to %d\n",y,x);
     for(int i=y;i<=x;i++)
     {
        if(i\%2==0)
        printf("%d ",i);
     }
  }
int main()
  int a[3],g1,g2,t;
  printf("Enter the three numbers\n");
  scanf("%d%d%d",&a[0],&a[1],&a[2]);
  for(int i=0;i<3;i++)
  for(int j=i+1; j<3; j++)
  {
     if(a[i]<a[j])
        t=a[i];
        a[i]=a[j];
        a[j]=t;
     }
  }
  }
  g1=a[0];
  g2=a[1];
  float aver=sumaver(g1,g2);
  printf("Average: %f\n",aver);
  printeven(g1,g2);
   return 0;
```

