①
```c
#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 ("\n Enter the choice\n");
printf ("\n 1-Addition \n 2-Substraction \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- Avera-
ge \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;
```

```c
        printf ("Invalid input! Plea...

    }
    }
    }
    case 5:
    if (a>b)
    printf (" the greatest number among the two
    is -1.d "a);
    else
    printf (" the greatest number among the two
    is -1.d "b);
    case 6:      break;
    if (a<b)
    printf (" the smallest number among the two
    is -1.d "a);
    else
    printf (" the smallest number among the two
    is -1.d "b);
    case 7:   break;
    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 = 1.d (a 1.b);
    break;
    case 10;
    printf ("Average = 1.f", (a+b)/2.0);
    break;
    case 0;
    exit (0);
    default
```

②
```c
# 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];
```

```c
g2 = a[i];
float aver = sumaver(g1, g2);
printf("Average : %f\n", aver);
print even(g1, g2);
return 0;
}
```