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Q1) Write a menu driven C Program to design a simple calculator which solves 10 operations - 4 Arithmetic, 4 Relational and any two of your choice. The program should loop till the user wishes to stop.

```
#include<stdio.h>
int main()
{
    int n, i;
int a, b, result;
char option;
for (i=1; i!=0; i++)
{
printf("Enter 1 for addition \n");
printf("Enter 2 for substraction \n");
printf("Enter 3 for multiplication \n");
printf("Enter 4 for division \n");
printf("Enter 5 for less than \n");
printf("Enter 6 for greater than \n");
printf("Enter 7 for lesser than or equal to \n");
printf("Enter 8 for greater than or equal to \n");
printf("Enter 9 for equal to \n");
printf("Enter 10 for modulus \n");
printf(" >> \n");
Scanf("%d", &n);
printf("Enter 1st Numbers \n");
Scanf("%d, &a);
printf("Enter 2nd Numbers \n");
Scanf("%d", &b);
```

```
switch (n) {
  Case 1:
      result = (a+b);
      printf ("The result is %d", result);
      break;
  Case 2:
      result = (a-b);
      printf ("The result is %d", result);
      break;
  Case 3:
      result = (a * b);
      printf ("The result is %d", result);
      break;
  Case 4:
      result = (a/b);
      printf ("The result is %d", result);
      break;
  Case 5:
      result = (a<b);
      printf ("The result is %d", result);
      break;
  Case 6:
      result = (a>b);
      printf ("The result is %d", result);
      break;
  Case 7:
      result = (a<=b);
      printf ("The result is %d", result);
      break;
  Case 8:
      result = (a>=b);
```

```
        printf ("The result is %d", result);
        break;
    Case 9:
        result = (a==b);
        printf ("The result is %d", result);
        break;
    Case 10:
        result = (a%b);
        printf ("The result is %d", result);
        break;
    default:
        printf ("~~The result~~ innalid \n");
        break;
}
printf ("\n if you want to continue then enter yes \n");
scanf ("%s", &option);
getch()
if (option != "yes" || option != "Yes")
    i = 0;
}
getch ();
return 0;
}
```

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OUTPUT :

Enter 1 for addition
Enter 2 for substraction
Enter 3 for multiplication
Enter 4 for division
Enter 5 for less than
Enter 6 for greater than
Enter 7 for lesser than or equal to
Enter 8 for greater than or equal to
Enter 9 for equal to
Enter 10 for modulus

~~Enter~~ 10
enter 1st number
14
enter 2nd number
6
The result is 2
if you want to continue then enter yes

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Q2) Write a C program to accept three numbers from the user. Find the greater two among the three and pass them as parameters to the user defined functions given below.

a) sumaves (....) which finds the sum and average of two numbers. Print the sum and return the average

b) printeven (....) which prints all the even numbers between the given two numbers

```
# include<stdio.h>
float sumaves(int m, int n)
{
 float avg = 0 ; int sum = 0;
sum = (m+n);
avg = (sum)/2;
printf("Sum is: %d \n", sum);
return avg;
}
void printeven( int m, int n)
{
 int i;
printf("Even numbers are: \n");
for( i = n; i<m; i++)
{
  if (i%2 == 0)
  {
     printf("%d", i);
  }
}
}
```

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```
void main()
{
  int a, b, c, m, n;
printf("Enter the any 3 number: ");
scanf("%d %d %d", &a, &b, &c);
  if (a>b && a>c)
m = a;
  if (b>a && b>c)
  m = b;
else
m = c;
if (a == m)
{
  if (b>c)
    n = b;
  else
    n = c;
}
if (b == m)
{
  if (a>c)
    n = a;
  else
    n = c;
}
if (c == m)
{
  if (a>b)
    n = a;
  else
    n = b;
}
```

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```
printf("Average is : %.1f \n", sumaver(m,n));
printeven(m,n);
}
```

OUTPUT:

```
Enter the any 3 number : 20 40 30
Sum is : 70
Average is : 35.0
Even numbers are :
30 32 34 36 38
```