```c
#include <stdio.h>
#include <math.h>
void main() {
int a,b,choice;
printf("enter two nums:");
scanf("%d %d", &a, &b);
do{
printf("\n menu\n 1 for addition\n 2 for subtraction\n 3
for multiplication\n 4 for division\n 5 to find min\n 6
to find max\n 7 for evencheck\n 8 to get remainder\n
9 for square\n 10 for a power b\n 11 to exit\n");
scanf("%d", &choice);
switch(choice){
    case 1: printf("%d + %d = %d", a, b, a+b); break;
    case 2: printf("%d - %d = %d", a, b, a-b); break;
    case 3: printf("%d * %d = %d", a, b, a*b); break;
    case 4: printf("%d / %d = %d", a, b, a/b); break;
    case 5: if(a<b){
            printf("%d", a); }
    case 6: if( else if(b<a){
            printf("%d", b); }
        else
            printf("Both are same");
    break;
```

```c
        case 6:  if (a>b) {
                    printf("%d", a); }
                else if (b>a) {
                    printf("%d", b); }
                else
                    printf("Both are same");
        case 7:  if (a%2 ==0)
                    printf("%d is even", a);
                else
                    printf("%d is odd", a);
                if (b%2 == 0)
                    printf("%d is even", b);
                else
   break;           printf("%d is odd", b);
        case 8:  printf("%d", a%b);  break;
        case 9:  printf("%d %t %d", a*a, b*b);  break;
        case 10: ;  int p = pow(a, b);
                    printf("%d", p);
        break;
        case 11: printf("exit");  break;
        default: printf("enter integer in range 1-11 \n");
        }

    } while (choice != 11);
}
```

```c
#include <stdio.h>
float sumaver (float n1, float n2);
void printeven (float n1, float n2);
int main() {
float a,b,c, num1, num2, average;
printf(" Input three numbers \n");
scanf("%f %f %f", &a,&b,&c);
if (a<b && a<c){
    num1 = b;
    num2 = c;
}
if (b<a && b<c){
    num1 = a;
    num2 = c;
}
if (c<a && c<b){
    num1 = a;
    num2 = b;
}
average = sumaver (num1, num2);
printf("\n average = %.2f \n", average);
printeven( num1, num2);
return 0;
}
```

```c
float sumaver (float n1, float n2) {
    printf ("sum = %.2f", n1+n2);
    return ((n1+n2)/2);
}

void printeven (float n1, float n2) {
    float a1, a2;
    if (n1 < n2) {
        a1 = n1;
        a2 = n2;
    }
    else {
        a1 = n2;
        a2 = n1;
    }
    printf ("even numbers between them are :\n");
    for (float i= a1+1; i< a2; i++) {
        if ((int)i % 2 == 0) {
            printf ("%d\n", (int)i);
        }
    }
}
```