2)

```
#include <stdio.h>
#include <conio.h>
void main()
{
int num1, num2, num3;
clrscr();
printf("\n Enter three numbers:");
scanf("%d %d %d", &num1, &num2, &num3);
if(num1<num2&&<num3)
{
printf("%d is the smallest", num1);
}
else if(num2<num1&&num2<num3)
{
printf("%d is the smallest", num2);
}
else
{ printf("%d is the smallest", num3);
}
getch();
clrscr();
}
```

8)
```
# include <conio.h>
# include <stdio.h>

float Average (int a, int b, int c)

void main ()
{ int x, y, z;
  float answer;
  printf ("Enter three numbers to find their
           average : \n");
  scanf ("%d %d %d", &x, &y, &z);
  answer = average (x, y, z);
  printf ("Average : %f", answer);
}
float average (int a, int b, int c)
{ float av;
  av = (a+b+c)/3.0;
  return av;
}
```

3)
```
#include <stdio.h>
#include <math.h>
double area_of_triangle (double,
  double, double);
void main()
{ double a, b, c, area;
  printf ("Enter the lengths of sides o
          a triangle \n");
  Scanf ("%lf %lf %lf", &a, &b, &c
area = area_of_triangle (a, b, c);
printf ("Area of the triangle = %.4f \n"
area);
}
double area_of_triangle (double a, double b,
                         double c)
{ double s, area;
  s = (a+b+c) /2;
  area = sqrt (s* (s-a) (s-b) (s-c));
  return area;
}
```

4)
```
#include <stdio.h>
#include <math.h>
void main()
{ int a, b, c, d;
  float root1, root2;
  printf("Enter a, b and c for a
    quadratic equation where a*x*x+b*x
                          +c =0\n");
  scanf("%d %d %d", &a, &b, &c);
  d = b*b -4*a*c;
  if (d<0)
  { printf("First root = %f +i%f\n", -b
          (2*a), sqrt(-d)/(2*a));
    printf("Second root = %f -i%f\n",
          -b/(2*a), sqrt(-d)/(2*a));
  }
else
{ root1 = (-b + sqrt(d))/(2*a);
  root2 = (-b - sqrt(d))/(2*a);
  printf("First root = %f\n", root1);
  printf("second root = %f\n", root2);
}
}
```