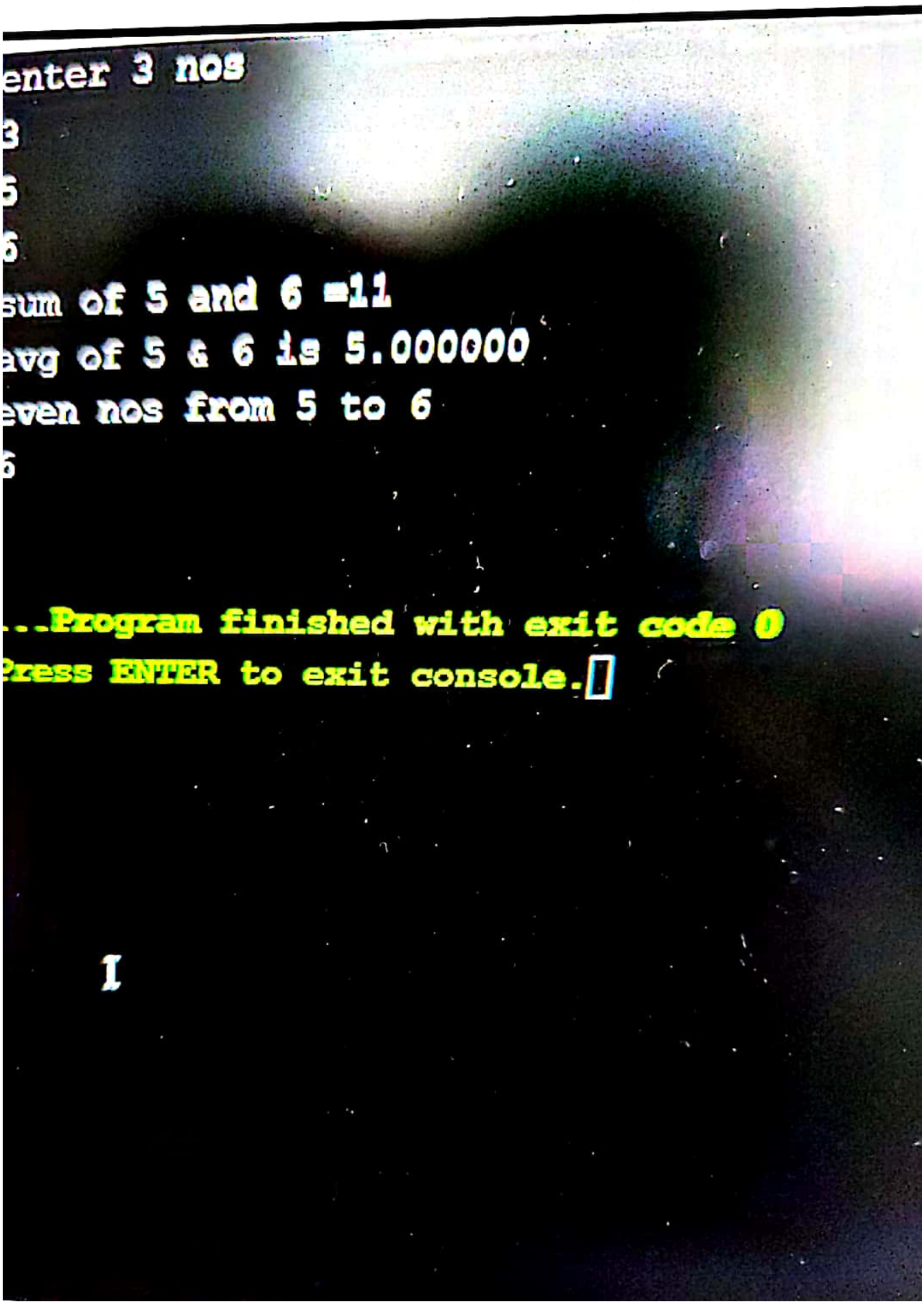
```c
void arithmetic(int a,int b);
void relational(int a,int b);
int main()
{
    int a,b,ch;
    printf("enter 2 nos\n");
    scanf("%d%d",&a,&b);
    do
    {
        printf("enter your choice\n");
        printf("menu: 1.arithmetic 2.relational 3.exit\n");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:
            arithmetic(a,b);
            break;
            case 2:
            relational(a,b);
            break;
            case 3:
            printf("exit\n");
            break;
            default:
            printf("enter correct input\n");

        }
    }while(ch!=3);

    return(0);
}
void arithmetic(int a,int b)
```

```c
void arithmetic(int a,int b)
{
    int ch,ans;
    printf("enter your choice\n");
    printf("menu: 1.add 2.multiply 3.division 4.modulus 5.sub \n");
    scanf("%d",&ch);
    switch(ch)
    {
        case 1:
        printf("result= %d\n",a+b);
        break;
        case 2:
        printf("result=%d\n",a*b);
        break;
        case 3:
        printf("result=%d\n",a/b);
        break;
        case 4:
        printf("result=%d\n",a-b);
        break;
        case 5:
        printf("result=%d\n",a%b);
        break;
        default:
        printf("enter correct input\n");

    }
}

void relational(int a,int b)
{
    int ch;
    printf("enter your choice\n");
    printf("menu: 1.greater than 2.lesser than 3.equal to 4.greater than equal to 5.lesser than equal to\n");
    scanf("%d",&ch);
```

```c
switch(ch)
{
    case 1:
    if(a>b)
        printf("%d is greater than %d\n",a,b);
    else
        printf("%d is not greater than %d\n",a,b);
    break;
    case 2:
    if(a<b)
        printf("%d is lesser than %d\n",a,b);
    else
        printf("%d is not lesser than %d\n",a,b);
    break;
    case 3:
    if(a==b)
        printf("%d is equal to %d\n",a,b);
    else
        printf("%d is not equal to %d\n",a,b);
    break;
    case 4:
    if(a>=b)
        printf("%d is greater than equal %d\n",a,b);
    else
        printf("%d is not greater than nor equal %d\n",a,b);
    break;
    case 5:
    if(a<=b)
        printf("%d is lesser than %d\n",a,b);
    else
        printf("%d is not lesser than or equal to %d\n",a,b);
    break;
    default:
    printf("enter correct output\n");
```

```c
#include<stdio.h>
float sumaver(int a,int b);
void printeven(int a,int b);
int main()
{
    float x;
    int a,b,c;
    printf("enter 3 nos\n");
    scanf("%d %d %d",&a,&b,&c);
    if(a>c && b>c)
    {
        x=sumaver(a,b);
        printf("avg of %d & %d is %f\n",a,b,x);
        printeven(a,b);
    }
    else if(a>b && c>b)
    {
        x=sumaver(a,c);
        printf("avg of %d & %d is %f\n",a,c,x);
        printeven(a,c);

    }
    else if(b>a && c>a)
    {
        x=sumaver(b,c);
        printf("avg of %d & %d is %f\n",b,c,x);
        printeven(b,c);

    }


}

float sumaver(int a,int b)
```

```
{
    int s,avg;
    s=a+b;
    printf("sum of %d and %d =%d\n",a,b,s);
    avg=s/2.0;
    return avg;
}

void printeven(int a,int b)
{

    if(a>b)
    {
        printf("even nos from %d to %d\n",b,a);
        for(int i=b;i<=a;i++)
        {
            if(i%2==0)
                printf("%d\n",i);


        }
    }
  else
  {
    printf("even nos from %d to %d\n",a,b);
    for(int i=a;i<=b;i++)
        {
            if(i%2==0)
                printf("%d\n",i);


        }

  }
```



```
enter 2 nos
4
5
enter your choice
menu: 1.arithmetic 2.relational 3.exit

1
enter your choice
menu: 1.add 2.multiply 3.division 4.modulus 5.sub
2
result=20
enter your choice
menu: 1.arithmetic 2.relational 3.exit
2
enter your choice
menu: 1.greater than 2.lesser than 3.equal to 4.greater than equal to 5.lesser than equal to
1
4 is not greater than 5
enter your choice
menu: 1.arithmetic 2.relational 3.exit
3
exit


...Program finished with exit code 0
Press ENTER to exit console.
```