```
int main()

{
    int a,b;
    printf("Enter two numbers:\n");
    scanf("%d %d".sa.%b);
    printf("Stenu: \n");
    printf("1: To find the addition of two numbers\n");
    printf("3: To find the subtraction of two numbers\n");
    printf("3: To find the multiplication of two numbers\n");
    printf("4: To find the division of two numbers\n");
    printf("5: To find the division of two numbers\n");
    printf("6: To check if two numbers are equal\n");
    printf("6: To check if first number is greater than second number\n");
    printf("8: To check if second number is greater than first number\n");
    printf("9: To check if second number is greater than or equal to second number\n");
    printf("10: To check if second number is greater than or equal to first number\n");
    while(1)

{
        printf("Please choose option:\n");
        int choice;
        scanf("%d", schoice);
        if( choice = 1)
            printf("The difference is %d", a - b);
        else if(choice = 4)
            printf("The divison is %d", a - b);
        else if(choice = 6)

{
        if(a = b)
            printf("True");
        }
        else if(choice = 7)

        if(a>b)
            printf("True");
        else if(choice = 8)

        restrict (choice = 8)
```

```
printr("The sum is %d",a + b);

else if(choice == 2)

printf("The difference is %d", a - b);

else if(choice == 3)

printf("The product is %d", a *b);

else if(choice == 4)

printf("The divison is %d",a *b);

else if(choice == 5)

printf("The remainder is %d",a %b);

else if(choice == 6)

(if(a == b)
 printf("True");

}

else if(choice == 0)

(if(a < b)
 printf("True");

}

else if(choice == 0)

(if(a < b)
 printf("True");

}

else if(choice == 9)

(if(a >= b)
 printf("True");

}

else if(choice == 10)

(if(a <= b)
 printf("True");

}

else if(choice == 10)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

}

else if(choice == 11)

(if(a <= b)
 printf("True");

else if(choice == 10)

(if(a <= b)
 printf("True");

else if(choice == 10)

(if(a <= b)
 printf("True");

else if(choice == 10)

(if(a <= b)
 printf("True");

else if(choice == 0)
```

```
The first the addition of the namers

To first the distributed to an unconserve

To first the unconserve and unconserve

To first the unconserve and unconserve

To first the unconserve

The unc
```

```
float sumaver(int, int);

void printeven(int, int);

to the main()

int a,b,c;
    print("Enter three numbers:\n");

same("wid add", ia, ib, ic);

float average:
    if(a = b)

if(a
```

