

1.math.c file :

```
#include "math.h"
// function to add two numbers
int add(int a, int b) {
    return a + b;
}

// function to multiply two numbers
int multiply(int a, int b) {
    return a * b;
}
```

2.utils.c :

```
#include "utils.h"
#include "math.h"
// Function to print the sum of two numbers
void print_sum(int a, int b) {
    int result = add(a, b);
    printf("Sum: %d\n", result);
}

// Function to print the product of two numbers
void print_product(int a, int b) {
    int result = multiply(a, b);
    printf("Product: %d\n", result);
}
```

3.math.h :

```
#ifndef MATH_H
#define MATH_H
int add(int a, int b);
int multiply(int a, int b);
#endif
```

4. utils.h :

```
#ifndef UTILS_H
#define UTILS_H
#include <stdio.h>
void print_sum(int a, int b);
void print_product(int a, int b);
#endif
```

5.main.c :

```
#include <stdio.h>
#include "utils.h"
int main() {
    int a, b;
    printf("Enter two integers: ");
    scanf("%d %d", &a, &b);
    // Use functions from utils.c
    print_sum(a, b);
    print_product(a, b);
    return 0;
}
```