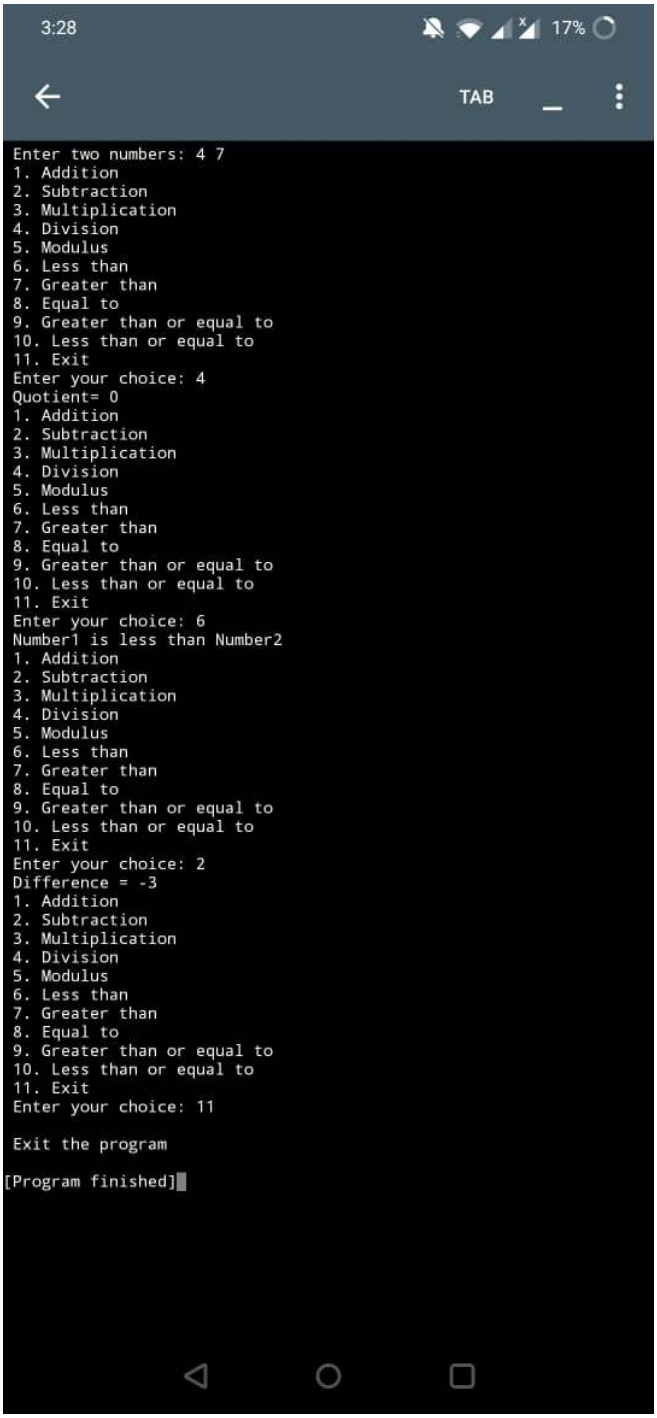
1)

```
#include<stdio.h>
void main()
{
int a, b, choice;
printf(" Enter two numbers: ");
scanf("%d %d", &a, &b);
    do
    {
    printf(" 1. Addition \n 2. Subtraction \n 3. Multiplication \n 4. Division \n 5. Modulus \n 6. Less than
\n 7. Greater than \n 8. Equal to \n 9. Greater than or equal to \n 10. Less than or equal to \n 11. Exit
\n");
printf(" Enter your choice: ");
scanf("%d", &choice);
switch(choice)
{
case 1:
printf(" Sum = %d\n", a+b);
break;
case 2:
printf(" Difference = %d\n", a-b);
break;
case 3:
printf(" Product = %d\n", a*b);
break;
case 4:
printf(" Quotient= %d\n",a/b);
break;
case 5:
printf(" Remainder= %d\n",a%b);
break;
case 6:
    if(a < b)
            printf(" Number1 is less than Number2\n");
        else
            printf(" Number1 is not less than Number2\n");
        break;
      case 7:
        if(a > b)
            printf(" Number1 is greater than Number2 \n");
        else
            printf(" Number1 is not greater than Number \n");
        break;
      case 8:
        if(a == b)
            printf(" Number1 is equal to number2\n");           else
            printf(" Number1 is not equal to Number2 \n");
        break;
      case 9:
        if(a >= b)
            printf(" Number1 is greater than or equal to Number2\n");
        else
            printf(" Number1 is not greater than or equal to Number2 \n");
        break;
      case 10:
        if(a <= b)
```

```
            printf(" Number1 is less than or equal to Number2\n");
        else
            printf(" Number1 is not less than or equal to Number2\n");
        break;
      case 11:
        break;
default:
   printf(" Invalid choice");
   break;
}
   if(choice == 11)
      printf("\n Exit the program \n");
   } while(choice!=11);
}
```



2)

```
#include <stdio.h>
float sumaver(int, int);
void printeven(int, int);
int main()
{
    int a, b, c;
    float avg;
    printf("Enter 3 numbers : ");
    scanf("%d%d%d", &a, &b, &c);
    if(a < b)
    {
     if(a < c)
        {
         avg = sumaver(b, c);
         printf("Average : %f \n", avg);
         printeven(b, c);
        }
        else
        {
         avg = sumaver(a, b);
            printf("Average : %f \n", avg);
            printeven(a, b);
        }
    }
    else
    {
     if (b < c)
     {
     avg = sumaver(a, c);
            printf("Average : %f\n", avg);
            printeven(a, c);
        }
       else
       {
        avg = sumaver(a, b);
           printf("Average : %f\n", avg);
           printeven(a, b);
       }
    }
return 0;
}
float sumaver(int x, int y)
{
printf("Sum of the greater 2 of the 3 numbers is : %d \n",x+y);
return((x+y)/2.0);
}
void printeven(int x, int y)
{
int initial, final, i, p=0;
if(x<y)
{
initial=x;
final=y;
}
    else
```

```
    {
     initial=y;
     final=x;
    }
    for(i=initial+1; i<final; i++)
    {
     if(i%2==0)
         printf("%d \n",i);
     p=1;
    }
    if(p==1)
        printf("is/are the even numbers between %d & %d",initial,final);
    else
        printf("No even numbers between %d & %d",initial,final);
}
```