

```

#include <stdio.h>

int calculator(int,int);

int main()
{
    int p, q;

    printf("Enter the two numbers respectively :\n");

    scanf("%d %d",&p,&q);

    calculator(p, q);
}

int calculator(int p,int q)
{
    char ch='C';

    int sum,sums;

    printf("1:Add\n 2:Subbtract\n 3:Multiply\n 4:Divide\n 5:Check equality\n 6:Find greater \n 7:Find small\n 8:Check if sum is greater than 100\n 9:All squares between two numbers\n 10:Find sum of square\n");

    while(ch=='C')
    {
        int result;

        int op;

        printf("Enter your choice\n");

        scanf(" %d",&op);

        switch(op)
        {
            case 1:
                result=p+q;

```

```
printf("Result is %d \n",result);
```

```
break;
```

```
case 2:
```

```
if(p>q)
```

```
{
```

```
result=p-q;
```

```
}
```

```
else
```

```
{
```

```
result=q-a;
```

```
}
```

```
printf("Result is %d \n",result);
```

```
break;
```

```
case 3:
```

```
result=p*q;
```

```
printf("Result is %d \n",result);
```

```
break;
```

```
case 4:
```

```
result=p/q;
```

```
printf("Result is %d \n",result);
```

```
break;
```

case 5:

```
if(p==q)
```

```
{
```

```
printf(" they are equal \n");
```

```
}
```

```
else
```

```
{
```

```
printf("they are not equal\n");
```

```
}
```

```
break;
```

case 6:

```
if(p>q)
```

```
{
```

```
printf("%d is greater than %d\n",p, q);
```

```
}
```

```
else
```

```
{
```

```
printf("%d is greater than %d\n",q, p);
```

```
}
```

```
break;
```

case 7:

```
if(p<q)
```

```
{  
    printf("%d is smaller than %d\n",P, q);  
}  
else  
  
{  
    printf("%d is smaller than %d\n",q, p);  
}  
  
break;
```

case 8:

```
sum=p+q;  
if(sum<100)  
  
{  
    printf("sum is less than 100\n");  
}  
  
else if(sum==100)  
  
{  
    printf("sum is equal to 100\n");  
}  
  
else  
  
{  
    printf("sum is greater than 100\n");  
}  
  
break;
```

case 9:

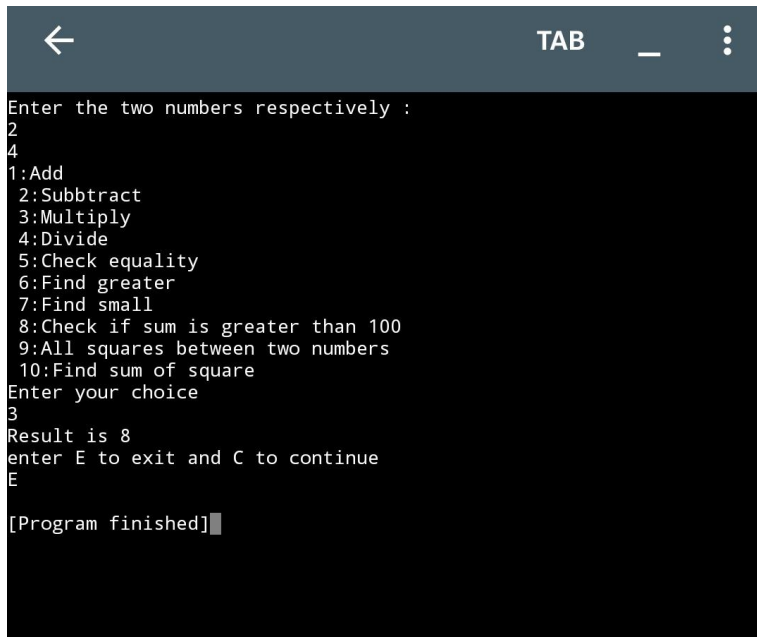
```
for(int i=p;i<=q;i++)  
{  
    printf("%d\n",i*i);  
}  
break;
```

case 10:

```
sums=p*p+q*q;  
printf("sum of the squares is %d\n",sums);  
break;  
}
```

```
printf("enter E to exit and C to continue\n");  
scanf(" %c",&ch);  
if(ch=='E')  
{  
    break;  
}  
else  
{  
    continue;  
}  
}
```

```
}
```



```
← TAB _ ⋮
Enter the two numbers respectively :
2
4
1:Add
2:Subbtract
3:Multiply
4:Divide
5:Check equality
6:Find greater
7:Find small
8:Check if sum is greater than 100
9:All squares between two numbers
10:Find sum of square
Enter your choice
3
Result is 8
enter E to exit and C to continue
E

[Program finished]
```

```
#include <stdio.h>
float sumaver(int,int);
void printeven(int,int);
int main()
{
    int a,b,c,g1,g2;
    float avg;
    printf("Enter 3 numbers\n");
    scanf("%d%d%d",&a,&b,&c);
    if(a>b&&a>c)
    {
        g1=a;
        g2=b>c?b:c;
    }
    else if(b>c&&b>a)
    {
        g1=b;
        g2=a>c?a:c;
    }
    else if(c>a&&c>b)
    {
        g1=c;
        g2=a>b?a:b;
    }
    avg=sumaver(g1,g2);
```

```

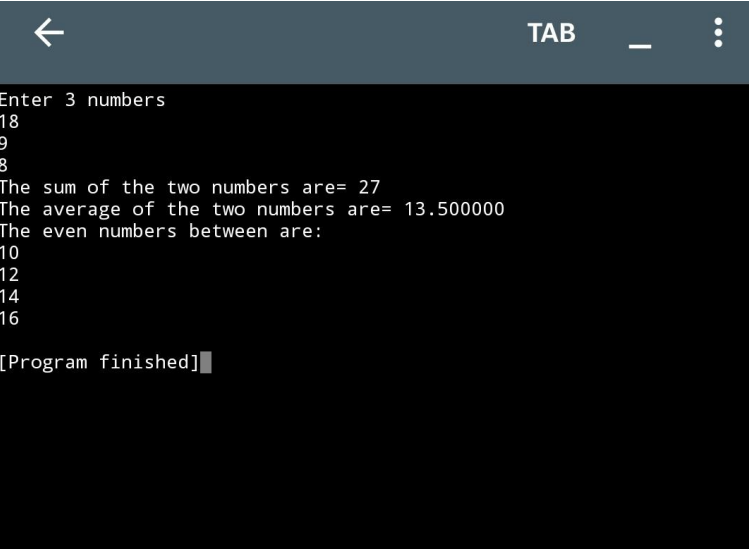
    printf("The average of the two numbers are= %f\n",avg);
    printeven(g1,g2);
}
float sumaver(int g1,int g2)
{
    float avg;
    printf("The sum of the two numbers are= %d\n",(g1+g2));
    avg=((float)(g1+g2))/2;
    return avg;
}
void printeven(int g1,int g2)
{
    int i,x,y;
    printf("The even numbers between are:\n");
    if(g1<g2)
    {
        x=g1;
        y=g2;
    }
    else
    {
        x=g2;
        y=g1;
    }
    for(i=x+1;i<y;i++)
    {
        if(i%2==0)
        {
            printf("%d\n",i);
        }
    }
}

```

```

    }
}

```



The screenshot shows a mobile application window with a dark background. At the top, there is a header bar with a back arrow on the left, the text 'TAB' in the center, and a menu icon (three dots) on the right. Below the header, the main area displays the output of a program. The text is white and reads: 'Enter 3 numbers', followed by three lines of input: '18', '9', and '8'. Then, it shows the results: 'The sum of the two numbers are= 27', 'The average of the two numbers are= 13.500000', and 'The even numbers between are:'. Below this, there are four lines of output: '10', '12', '14', and '16'. Finally, it ends with '[Program finished]' followed by a cursor icon. The code blocks at the bottom of the image are partially visible and show closing braces for a function and a class.

```

    }
}

```