```
#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;
```

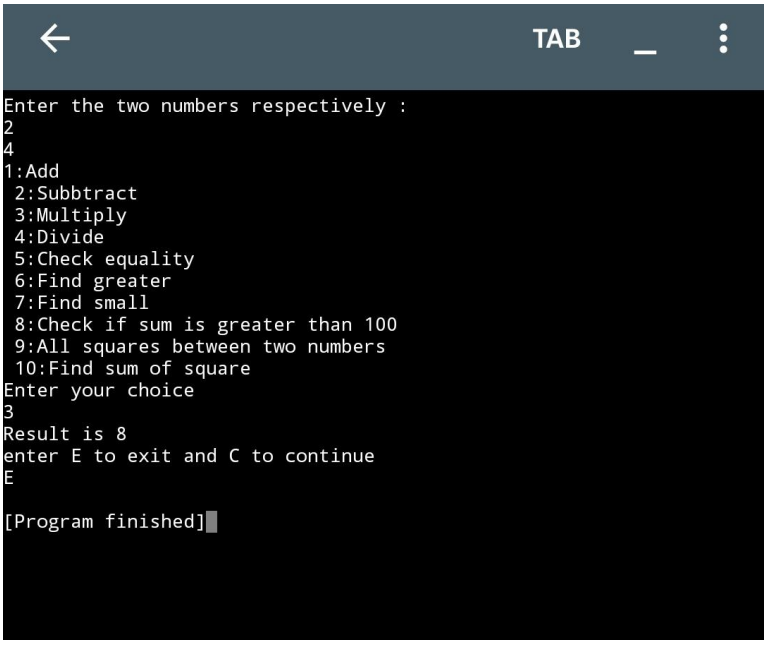
```
printf("Result is %d \n",result);
break;

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;
```

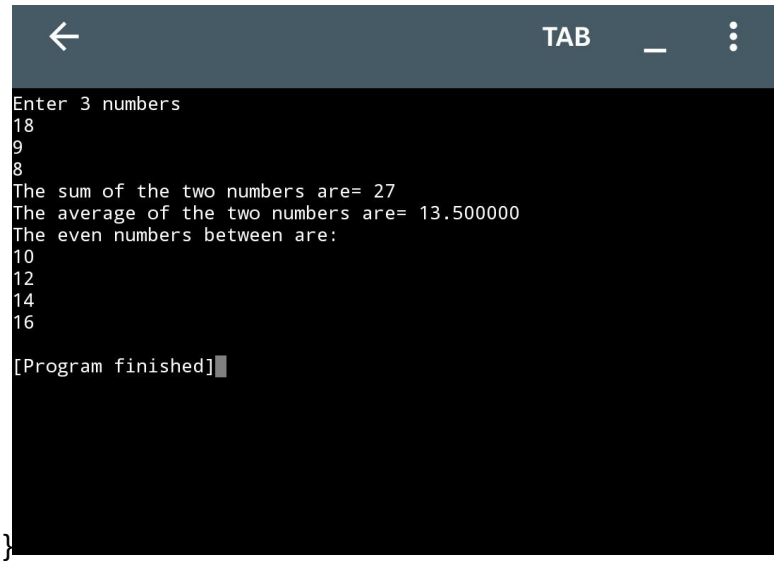
```
case 9:


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;
}
}
```

}




```
#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);
        }
    }
```


TAB
Enter 3 numbers
18
9
8
The sum of the two numbers are= 27
The average of the two numbers are= 13.500000
The even numbers between are:
10
12
14
16
[Program finished]

}