

```
1. #include <stdio.h>
#include <math.h>
void calculator (int, int);
int main()
{
    int a, b;
    printf ("Enter the two numbers respectively \n");
    scanf ("%d %d", &a, &b);
    calculator (a, b);
}

void calculator (int a, int b)
{
    int sum, result, opt;
    float avg;

    printf ("1: Add \n 2: Subtract \n 3: Multiply \n 4: Divide \n 5: Check
    Equality \n 6: Greater \n 7: Smaller \n 8: not equal \n 9: Average \n
    10: Square \n");
    printf ("Enter your choice \n");
    scanf ("%d", &opt);
    while (opt != 0)
    {
        switch (opt)
```

```
{
```

```
case 1:
```

```
    result = a + b;
```

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

```
    break;
```

```
case 2:
```

```
if (a > b)
```

```
{
```

```
    result = a - b;
```

```
}
```

```
else
```

```
{
```

```
    result = a - b;
```

```
}
```

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

```
break;
```

```
case 3:
```

```
result = a * b;
```

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

```
break;
```

```
case 5:
```

```
if (a == b)
```

```
{
```

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

```

}
else
printf("They are not equal\n");
}
break;

```

Case 6:

if (a > b)

```

{
printf("%.d is greater than %.d\n", a, b);
}

```

else

```

{
printf("%.d is greater than %.d\n", b, a);
}

```

break;

Case 7:

if (a < b)

```

{
printf("%.d is smaller than %.d\n", b, a);
}

```

break;

Case 8:

~~sum = a + b;~~

if (sum < 1.2)

Case 8:

```
if (a != b)
```

```
{
```

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

```
}
```

```
else
```

```
{
```

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

```
}
```

Case 9:

```
sum = a + b;
```

```
avg = ((float) sum) / 2;
```

```
printf("The average of their sum is = %.f \n", avg);
```

```
break;
```

Case 10:

```
sum = a + b;
```

```
printf("The square of the sum is %.f \n", (sum * sum));
```

```
break;
```

```
}
```

```
printf("Enter 0 to EXIT or choose an option from 1 to 10");
```

```
scanf("%d", &opt);
```

```
}
```

```
}
```

2. #include <stdio.h>
float sumner (int, int);
void printner (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;
    }
}
```

(5)

```

    avg = sumanavg(g1, g2);
    printf("The average of the two numbers are : %.1f\n", avg);
    printf("\n");
}

float sumanavg(int g1, int g2)
{
    float avg;
    printf("The sum of the two numbers are = %.1d\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;
    }
}

```


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```
for (i = x + 1; i < y; i++)
```

```
{
```

```
    if (i % 2 == 0)
```

```
{
```

```
    printf("%d\n", i);
```

```
}
```

```
}
```

```
}
```

⑦