

① #include <stdio.h>

int main()

{

int, c, a, b, i;

while(1)

{

printf("Press the number to choose operation: \n");

printf("1) Add \n");

printf("2) Subtract \n");

printf("3) Multiply \n");

printf("4) Divide \n");

printf("5) Modules \n");

printf("6) Greater than \n");

printf("7) Lesser than \n");

printf("8) Equal to \n");

printf("9) Not equal to \n");

printf("10) Increment \n");

scanf("%d", &i);

printf("Enter two numbers to perform the
selected operation: \n");

scanf("%d %d", &a, &b);

switch(i)

{ case 1: printf("%d + %d = %d \n", a, b, a+b);

break;

case 2: printf("%d - %d = %d \n", a, b, a-b);

break;

case 3: printf("%d x %d = %d \n", a, b, a*b);

break;

case 4: `printf("%d / %d = %d \n", a, b, a/b);`
`break;`

case 5: `printf("%d mod %d = %d \n", a, b, a % b);`
`break;`

case 6: `if (a > b)`
`{ printf("%d > %d \n", a, b);`
`}`
`else`
`{ printf("%d > %d \n", b, a);`
`}`
`break;`

case 7: `if (a < b)`
`{ printf("%d < %d \n", a, b); }`
`else`
`{ printf("%d < %d \n", b, a); }`
`break;`

case 8: `if (a == b)`
`{ printf("%d = %d \n", a, b); }`
`else`
`{ printf("%d != %d \n", b, a);`
`}`
`break;`

case 9: `if (a != b)`
`{ printf("%d != %d \n", a, b);`
`}`
`else`
`{ printf("%d == %d \n", b, a); }`
`break;`

wr10:

```
printf ("%d++ = %d\n", a, a+1);  
printf ("%d++ = %d\n", b, b+1);  
break;  
default : printf ("WRONG INPUT!\n");
```

}

```
printf ("Press 1 to perform calc again or Press  
any key to exit\n");
```

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

```
if (c != 1)
```

```
break;
```

}

}

2. #include <stdio.h>

int sumaver(int a, int b)

{ int sum;

sum = a + b;

printf("Sum = %d\n", sum);

return sum/2;

}

void printereven(int a, int b)

{ int small, big;

if (a > b)

{ small = b;

big = a; }

else

{ small = a;

big = b; }

printf("Even numbers between two numbers are:\n");

for(i = small; i < big; i++)

{ if (i % 2 == 0)

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

}

}

int main()

{ int a, b, c, avg, g1, g2;

printf("Enter three numbers:\n");

scanf("%d %d %d", &a, &b, &c);

if (a < b & b < c)

{ g1 = a;

g2 = b; }

else if (c < a & a < b)

{ g1 = a;

g2 = c; }

else

{ g1 = b ;

g2 = c ; }

avg = sumaver(g1, g2);

printf("Average = %d \n", avg);

printeven(g1, g2);

}