```
#include <stdio.h>
int printeven(int m,int n)
  while(n>m)
    m++;
     if((m\%2==0)\&\&(m!=n))
       printf("%d\n",m);
  }
  return 0;
float sumaver(int m,int n)
  int sum=m+n;
  printf("the sum of two numbers is:%d\n",sum);
  float avg=sum*1.0/2;
  return avg;
}
int main(int argc, char **argv)
       int a,b,c,g1,g2;
  printf("enter the three numbers:");
  scanf("%d%d%d",& a,& b,& c);
  g1=((a>b)&&(a>c))?a:((b>a)&&(b>c))?b:c;
  if(a==g1)
  {
    if(b>c)
       g2=b;
     else
       g2=c;
  else if(b==g1)
     if(a>c)
       g2=a;
     else
       g2=c;
  }
  else
    if(a>b)
       g2=a;
     else
       g2=b;
  float k=sumaver(g1,g2);
  printf("the average of two numbers is:%f\n",k);
  printeven(g2,g1);
```

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return 0;
```

Output:

```
_ 🗇 🗙
 ./threenum
enter the three numbers:1
10
30
the sum of two numbers is:40
the average of two numbers is:20.000000
12
14
16
18
20
22
24
26
28
Press any key to continue.
```