```c
// C-Program for calculationg Zero's of a function using Bisection Method.

#include <stdio.h>
#include <math.h>

int main(){
    //Variables
    int i; float x1, x2, x3, y1, y2, y3, e, er;

    //Inputs
    printf("Enter the initial guess solutions and allowed error (Sep. by space) : ");
    scanf("%f %f %f", &x1, &x2, &e);

    //Value of a function at x1 & x2.
    y1 = 3*x1 + sin(x1) - exp(x1);
    y2 = 3*x2 + sin(x2) - exp(x2);

    //At both points, Function value should be of different sign.
    if (y1*y2 > 0){
        printf("Initial guess solutions are not appropriate.");
        goto out;
    }

    //For Calculationg the number of iterations.
    i = 0;
    er = (x2-x1)*(x2-x1);

    //Calculation using while loop.
    while(sqrt(er) >= e){
        x3 = (x1+x2)/2;
        y3 = 3*x3 + sin(x3) - exp(x3);

        //Output
        printf("\ni = %d\nx1 = %f, x2 = %f,x3 = %f\ny1 = %f, y2 = %f, y3 = %f\n",i,x1,x2,x3,y1,y2,y3);

        if (y1*y3 > 0){
            x1 = x3;
        }
        else{
            x2 = x3;
        }

        y1 = 3*x1 + sin(x1) - exp(x1);
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44:         y2 = 3*x2 + sin(x2) - exp(x2);
45:
46:         i += 1;
47:         er = (x2-x1)*(x2-x1);
48:     }
49:     out:
50:     return 0;
51: }
```