printf("%d", x);

printf("%d", x);

x*=y=z=4;

```
main()
4.
         { int a=2;
           a%=4-1; printf("%d, ",a);
           a+=a*=a-=a*=3; printf("%d", a);
5.
         { int x=02, y=3;
           printf("x=%d, y=%%d", x, y);
         }
6.
       main()
         { char c1='6', c2='0';
           printf("%c, %c, %d\n", c1, c2, c1-c2);
7.
      main()
         \{ \text{ int } x, y, z; 
           x=y=1; z=++x-1;
           printf("%d, %d\n", x, z);
           z+=y++;
           printf("%d, %d\n", y, z);
```