```
Test 1:
1. C
2. D
3. E
4. E
5. C
6. A
7. D
8. A
9. A
10. A
11. D
Test 2:
11-12. 39 >> 2 << 2 = 00100111 >> 2 << 2 = 00100100 = 36
13-14. 22 & -11 ^ 11 = 00010110 & 11110101 ^ 00001011
                     = 00010100 ^ 00001011 = 00011111 = 31
15-16. 00010001 | A = 01110101 -> A = 01100100 = 100
17-18. 124
19. 15
20. True
21. False
22. -3
23. ABC018
24. ABC028
25. ABC030
26-28. int (*ptr)[5] = arr + 1;
29-30. -9
Test 3:
31-32. (int**) malloc (col * sizeof(int*))
33-34. a < col
35-36. trans[a] = (int*) malloc (row * sizeof(int))
37-38. b < row
39-40. trans[a][b] = arr[b][a]
41-42. int temp[col]
43-44. arr[b][x] > arr[b+1][x]
45-46. memcpy(temp, arr[b], col*sizeof(int))
47-48. memcpy(arr[b], arr[b+1], col*sizeof(int))
49-50. memcpy(arr[b+1], temp, col*sizeof(int))
```

```
Test 4:
51-70.
void buyTickets(TPRList *L, Mall *M){
   int a, isReserved;
   TPRList *trav, temp;
   for(trav=L; *trav!=NULL; ){
      isReserved = 0;
      for(a = 0; a < SIZE && M->Cinema[a].movie.id != (*trav)->movieID; a++){}
      if(a < SIZE){</pre>
         if((*trav)->loc.row < ROW && (*trav)->loc.col < COL){</pre>
            if(M->Cinema[a].seats[(*trav)->loc.row][(*trav)->loc.col].seat == 0){
               M->Cinema[a].seats[(*trav)->loc.row][(*trav)->loc.col].custName = (*trav)->custName;
               M->Cinema[a].seats[(*trav)->loc.row][(*trav)->loc.col].seat = 1;
               temp = *trav;
               *trav = temp->next;
               free(temp);
               isReserved = 1;
            }
         }
      }
      if(isReserved == 0){
         trav = &(*trav)->next;
      }
   }
}
71-80.
float getTotalSales(Mall *M){
   float sum=0, num;
   int a, x, y;
   for(a = 0; a < SIZE; a++){
      num = 0;
      for(x = 0; x < ROW; x++){
         for(y = 0; y < COL, y++){
            if(M->Cinema[a].seats[x][y].seat == 1){
               num++;
```

}

}

}

return sum;

sum += num * M->Cinema[a].movie.price;