

1. What will be the output?

```
int a = 5;  
printf("%d", a++ + ++a);
```

- A) 11
- B) 12
- C) 13
- D) Undefined behavior

2. What is the output?

```
int x = 10;  
x += x++ + ++x;
```

- A) 31
- B) 32
- C) 33
- D) Undefined behavior

3. What will be printed?

```
int a = 1, b = 2, c = 3;  
printf("%d", a < b < c);
```

- A) 0
- B) 1
- C) 2
- D) Compilation error

4. What is the output?

```
int x = 5;  
printf("%d", x << 1 + 1);
```

- A) 10
- B) 20
- C) 40
- D) 5

5. What will be the result?

```
int a = 8;  
printf("%d", a >> 2);
```

- A) 1
- B) 2
- C) 4
- D) 8

6. What will be printed?

```
int a = 0;  
printf("%d", a && a++);
```

- A) 0
- B) 1
- C) Garbage value
- D) Undefined behavior

7. What is the output?

```
int a = 5, b = 10;  
printf("%d", a & b);
```

- A) 0
- B) 2
- C) 5
- D) 10

8. What will be printed?

```
int a = 4;  
printf("%d", ~a);
```

- A) 4
- B) -4
- C) -5
- D) 5

9. What is the output?

```
int a = 3, b = 6;  
printf("%d", a | b);
```

- A) 3
- B) 6
- C) 7
- D) 9

10. What will be printed?

```
int x = 2;  
printf("%d", x *= 3 + 2);
```

- A) 7
- B) 10
- C) 12
- D) 14

11. What is the result?

```
int a = 5;  
printf("%d", ++a * a++);
```

- A) 30
- B) 36
- C) 42
- D) Undefined behavior

12. What will be printed?

```
int a = 10;  
printf("%d", a == 10 ? a++ : ++a);
```

- A) 10
- B) 11
- C) 12
- D) Undefined behavior

13. What is the output?

```
int x = 4;  
printf("%d", x << 2);
```

- A) 8
- B) 12
- C) 16

D) 32

14. What will be printed?

```
int a = 5, b = 3;  
printf("%d", a ^ b);
```

- A) 2
- B) 4
- C) 6
- D) 8

15. What is the output?

```
int a = 1;  
printf("%d", a++ + a++);
```

- A) 2
- B) 3
- C) 4
- D) Undefined behavior

16. What will be printed?

```
int a = 5;  
printf("%d", a > 3 && a < 10);
```

- A) 0
- B) 1
- C) 5
- D) Compilation error

17. What is the result?

```
int a = 6;  
printf("%d", a % 4);
```

- A) 0
- B) 1
- C) 2
- D) 3

18. What will be printed?

```
int a = 2;  
printf("%d", a << a);
```

- A) 4
- B) 6
- C) 8
- D) 16

19. What is the output?

```
int a = 7;  
printf("%d", a & 1);
```

- A) 0
- B) 1
- C) 7
- D) Undefined behavior

20. What will be printed?

```
int a = 0, b = 5;
printf("%d", a || b++);
```

- A) 0
- B) 1
- C) 5
- D) Undefined behavior

1. Answer: B

a++ gives 5, then a becomes 6. ++a makes it 7. So  $5 + 7 = 12$ .

2. Answer: D

x is modified more than once in the same expression without a sequence point, so the behavior is undefined.

3. Answer: B

a < b gives 1, then  $1 < c$  is true, so the result is 1.

4. Answer: B

$1 + 1$  is evaluated first. Then  $5 \ll 2 = 20$ .

5. Answer: B

8 right-shifted by 2 bits gives 2.

6. Answer: A

Logical AND short-circuits. Since a is 0, a++ is not evaluated and the result is 0.

7. Answer: B

$5 \& 10$  gives 2 in binary AND operation.

8. Answer: C

$\sim 4$  gives -5 due to two's complement representation.

9. Answer: C

$3 \mid 6$  gives 7 after bitwise OR.

10. Answer: B

$3 + 2$  is evaluated first. Then  $x = 2 * 5 = 10$ .

11. Answer: D

The variable a is modified twice in the same expression without a sequence point.

12. Answer: A

The condition is true, so a++ is used. It returns 10 and then increments.

13. Answer: C

$4 \ll 2$  shifts bits left by 2 positions, giving 16.

14. Answer: C

$5 \wedge 3$  gives 6 using bitwise XOR.

15. Answer: D

The variable a is modified twice in the same expression, leading to undefined behavior.

16. Answer: B

Both conditions are true, so logical AND returns 1.

17. Answer: C  
6 % 4 gives remainder 2.

18. Answer: C  
2 << 2 equals 8.

19. Answer: B  
7 & 1 checks the least significant bit. Since 7 is odd, the result is 1.

20. Answer: B  
a is 0, so b++ is evaluated. Logical OR returns 1.