

1. What will be the output of the following?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int x=5;
```

```
if(++x==6)
```

```
printf("True");
```

```
else
```

```
printf("False");
```

A. True B. False

C. Compilation error

D. Runtime error.

2. What does the following condition evaluate to?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int a=10;
```

```
if(a==10)
```

```
printf("yes");
```

```
else
```

```
printf("NO");
```

A. yes B. No C. compiler error

D. Undefined.

3. What will be printed?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int x=3;
```

```
if(x++>3);
```

```
printf("A");
```

```
else
```

```
printf("B");
```

A. A B. B C. No output D. Error

4. The value of x after the following code is.

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int x=4;
```

```
if(--x==3)
```

```
x+=2;
```

A. 2 B. 3 C. 4 D. 5

5. Output?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int x=7;
```

```
if(x++==++x)
```

```
printf("Equal");
```

```
else
```

```
printf("Not equal");
```

A. Equal

B. Not equal

C. Undefined

D. Compiler error.

6. What is the final value of k?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int k=5;
```

```
if(k++ && ++k)
```

```
k++;
```

A. 5 B. 6 C. 7 D. 8

7. The condition evaluates to.

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int a=0;
```

```
if(++a && a--)
```

```
printf("True");
```

```
else
```

```
printf("False")
```

A. True B. False

C. Compilation error

D. Runtime error

8. Find Output value of x?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int x=1;
```

```
if(x-- && x--)
```

```
x+=5;
```

A. 0 B. 1 C. 6 D. 7

9. Output?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int n=2;
```

```
if(--n == n--)
```

```
printf("yes");
```

```
else
```

```
printf("NO");
```

A. Yes B. NO

C. error D. Undefined

10. What does the condition evaluate to?

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
void main()
```

```
{
```

```
int a=5;
```

```
if(a++ || --a)
```

```
printf("OK")
```

```
else
```

```
printf("NO");
```

A. OK B. NO

C. Error D. Undefined

Final value of P?

```
#include <stdio.h>
#include <conio.h>
void main()
```

```
{
    int p=3;
    if(p-- || p++)
        p++;
}
```

A. 1 B. 2 C. 3 D. 4

2. Output of the code?

```
#include <stdio.h>
#include <conio.h>
void main()
```

```
{
    int a=2;
    if(--a && a--)
        printf("Hello");
    else
        printf("Bye");
}
```

A. Hello B. Bye
C. Error D. Undefined.

13. Value of x after execution?

```
int x=0;
if(x++ || ++x)
    x+=2;
```

A. 0 B. 1 C. 2 D. 3

14. Output?

```
int x=10;
if(x-- > 9 && ++x > 10)
    printf("T");
else
    printf("F");
```

A. T B. F C. Error

D. Undefined.

15. Output?

```
int x=4;
if(x-- == 4) || (x-- == 3)
    printf("%d", x);
```

A. 4 B. 3 C. 2 D. 1

16. What is printed?

```
int x=7;
if(x++ != 7)
    printf("x");
else
    printf("y");
```

A) x B. y C. 7 D. None

17. Output?

```
int x=2;
if(--x && x-- )
    printf("%d", x);
else
    printf("Zero");
```

A. 0 B. 1 C. Zero D. Error

program to find maximum of
three numbers using

Nested IF.

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int main()
```

```
{
```

```
    int a, b, c;
```

```
    printf("Enter three numbers");
```

```
    scanf("%d %d %d", &a, &b, &c);
```

```
    if (a > b) {
```

```
        if (a > c) {
```

```
            printf("Maximum = %d", a);
```

```
        } else {
```

```
            printf("Maximum = %d", c);
```

```
        }
```

```
    } else {
```

```
        if (b > c) {
```

```
            printf("Maximum = %d", b);
```

```
        } else {
```

```
            printf("Maximum = %d", c);
```

```
        }
```

```
    }
```

```
    return 0;
```

```
}
```