

QUIZ

C is able to perform basic mathematical operations on variables and values using common symbols, these include:

- Addition +
- Subtraction -
- Division /
- Multiplication *
- Incrementing ++
- Decrementing --
- Modulo %



Correct!

Finish the code below to increment the value stored in the variable by 1.

```
int a = 5;  
a  ;
```



You got it!

Finish the code below to check if the two values (or values stored in the variables) are the same.

```
int n = 5;  
if (n  4){..}
```



You got it!

Finish the code below to multiply the variable by 2 and assign the result back to itself.

```
int x;  
x  ;
```



You got it!

Finish the code below so that the `printf()` command runs.

```
int a = 2;
int b = 3;
if (a == 3  b == 3) {
    printf("Nice work!\n");
}
```



You got it!

What would be printed by this code?

```
#include<stdio.h>

int main(){
    int x;
    int y = 17;
    x = y % 2;
    printf("x is now: %d\n", x);
}
```

x is now: 0

x is now: 1



Correct!

In C, what does `!=` do?

Checks if the data types of the variables on the left and right are the same.

This is not a valid C symbol.

Inverts the value stored in the variable on the left, such as 1 becomes -1.

Checks if the left and right side do not have the same value.



Correct!

True or False? In C, a single equal sign (=) checks for equivalence of values.

False, it assigns the variable/value on the right to the variable on the left



Correct!

True, a single equals checks to see if two values are the same.

What logical operators are available in C?

- +
- -
- *
- /

There is no way in C to perform logical operations directly.

There are no built in logical operators, unlike some other languages, you need to extend the C language in order to use logical operators.

- &&
- ||
- !



Correct!

What does += do in C?

Adds the left side to the right side then stores the value in the left side variable.



Correct!

Adds one to the value on the right and stores it in the variable on the left.

This is not a valid symbol in C.

Adds the left side to the right side then stores the value in the right side variable.