

## PPS Programs

```
#include<stdio.h>
int main()
{
    int a;
    a=077;
    printf("a=%d", a);
    printf("a=%o", a);
    printf("a=%x", a);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    int a;
    a=0xF;
    printf("a=%d", a);
    printf("a=%o", a);
    printf("a=%x", a);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    float a;
    a=3e-5;
    printf("a=%f", a);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    char c='#';
    printf("The character is %c", c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    char c;
```

```
printf("Enter the character: ");
scanf("%c",&c);
printf("The character is %c\n", c);
printf("The ASCII value of the character is %d", c);
return 0;
}
```

```
#include<stdio.h>
int main()
{
    char c=97;
    printf("The character is %c\n", c);
    printf("The ASCII value of the character is %d", c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    char c[20]="Welcome";
    printf("The string is %s\n", c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    char c[20]="Welcome";
    printf("Enter the string: ");
    scanf("%[^\\n]s",c);
    printf("The string is %s\n", c);
    return 0;
}
```

```
#include<stdio.h>
#define MAX 100
int main()
{
    printf("Max=%d",MAX);
    return 0;
}
```

```
#include<stdio.h>
#define MAX 100
int main()
```

```

{
    int a=MAX + 20;

    printf("Max=%d",a);
    return 0;
}

```

```

#include<stdio.h>
#define MAX 100
int main()
{
    int q=MAX / 20;
    int r=MAX % 20;

    printf("Q=%d",q);
    printf("\nR=%d",r);
    return 0;
}

```

```

#include<stdio.h>
int main()
{
    int a,b;
    printf("Enter the values: ");
    scanf("%d%d",&a,&b);

    int q=a / b;
    int r=a % b;

    printf("Q=%d",q);
    printf("\nR=%d",r);
    return 0;
}

```

```

#include<stdio.h>
int main()
{
    int a,b;
    float c;
    a=10;
    b=21;
    c=(a+b)/2;
    printf("c=%f",c);
    return 0;
}

```

```
#include<stdio.h>
int main()
{
    int a,b;
    float c;
    a=10;
    b=21;
    c=(a+b)/2.0;
    printf("c=%f",c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    int a,b,c;
    a=10;
    b=21;
    c=a>b;
    printf("c=%d",c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    int a,b,c;
    a=10;
    b=10;
    c=a==b;
    printf("c=%d",c);
    return 0;
}
```

```
#include<stdio.h>
int main()
{
    int a,b,c;
    a=10;
    b=20;
    c=(a<b)&&(a<15);
    printf("c=%d",c);
    return 0;
}
```

```

#include<stdio.h>
int main()
{
    int a,b,c;
    a=10;
    b=20;
    a+=10; //a=a+10;
    b*=a; //b=b*a;
    printf("a=%d",a);
    printf("\nb=%d",b);
    return 0;
}

```

```

#include<stdio.h>
int main()
{
    int a,b,c;
    a=b=c=10;
    printf("a=%d",a);
    printf("\nb=%d",b);
    printf("\nc=%d",c);
    return 0;
}

```

```

#include<stdio.h>
int main()
{
    int a,b,c=2;
    a=b=c+=10;
    printf("a=%d",a);
    printf("\nb=%d",b);
    printf("\nc=%d",c);
    return 0;
}

```

```

a=12
b=12
c=12

```

```

#include<stdio.h>
int main()
{
    int a,b=3,c=2;
    a=b+=c+=10;
    printf("a=%d",a);
    printf("\nb=%d",b);
}

```

```

    printf("\nc=%d",c);
    return 0;
}
a=15
b=15
c=12

```

```

#include<stdio.h>
int main()
{
    int a=7,b=3,c=2;
    a+=b+=c+=10;
    printf("a=%d",a);
    printf("\nb=%d",b);
    printf("\nc=%d",c);
    return 0;
}

```

```

a=22
b=15
c=12
#include<stdio.h>
int main()
{
    int a=10;
    a++; //a=a+1;
    printf("a=%d",a);
    ++a; //a=a+1
    printf("\na=%d",a);
    return 0;
}

```

```

#include<stdio.h>
int main()
{
    int a=10,b,c;
    b=a++; //b=a;a=a+1;
    c=++a; //a=a+1;c=a;
    printf("a=%d",a);
    printf("\nb=%d",b);
    printf("\nc=%d",c);
    return 0;
}

```

```

#include<stdio.h>
int main()
{

```

```
int a=10,b,c;  
b=a++ + 5; //b=a + 5; a=a+1;  
c=++a + 5; //a=a+1;c=a + 5;  
printf("a=%d",a);  
printf("\nb=%d",b);  
printf("\nc=%d",c);  
return 0;  
}
```

```
#include<stdio.h>  
int main()  
{  
    int a=10,b,c;  
    b=--a + 5; //a=a-1=9; b=9+5=14  
    c=5 + a--; //c=5+a=5+9=14; a=a-1=8  
    printf("a=%d",a);  
    printf("\nb=%d",b);  
    printf("\nc=%d",c);  
    return 0;  
}
```