Great than

#include <stdio.h>

int main()

{

int l = 20;

int k = 30;

float m = 6.0;

char j = '!';

if(k > 30){

printf("good morning");

}else{

printf("how are you");

}

return 0;

}

OUTPUT: HOW ARE YOU

**Less than**

#include <stdio.h>

int main()

{

int x = 30;

int y = 40;

float p = 10.0;

char q = '!';

if(y < 20){

printf("good afternoon");

}else{

printf("how are you");

}

return 0;

}

OUTPUT:HOW ARE YOU

#include <stdio.h>

int main()

{

int o = 30;

int u = 40;

float f = 20.0;

char h = 'Z';

if(h != 4 ){

printf("Good afternoon ");

}else{

printf("Good evening ");

}

return 0;

}

OUTPUT:GOOD AFTERNOON

#include <stdio.h>

int main()

{

int x = 30;

int y = 40;

float p = 50.0;

char q = '!';

if(q == 4 ){

printf("bonjour");

}else{

printf("hola");

}

return 0;

}

OUTPUT: HOLA

#include <stdio.h>

int main()

{

int x = 30;

int y = 40;

float p = 10.0;

char q = 'A';

if(y <= 55 ){

printf("good evening ");

}else{

printf("bonjour");

}

return 0;

}

OUTPUT: GOOD EVENING

#include <stdio.h>

int main()

{

int h = 30;

int p = 40;

float t = 10.0;

char k = '@';

if(h >= 20 ){

printf("hello");

}else{

printf("bonjour");

}

return 0;

}

OUTPUT:Hello