19 CSE 102 Computer Programming

LAB 2 - PART 1- OPERATORS AND DECISION MAKING

1. Find the output of the following program

```
1 #include <stdio.h>
 2 int main()
 3 + {
       int a = 10, b = 4;
 4
 5
       // greater than example
 6
       if (a > b)
          printf("a is greater than b\n");
 7
 8
       else
          printf("a is less than or equal to b\n");
 9
       // not equal to
10
11
       if (a != b)
          printf("a is not equal to b\n");
12
13
       else
14
          printf("a is equal b\n");
15
       return 0;
16 }
```

2. Find the output of the following program

```
1 #include <stdio.h>
 2 int main()
 3 + {
        int a = 10, b = 4, c = 10, d = 20;
 4
 5
        if (a > b \&\& c == d)
           printf("a is greater than b AND c is equal to d\n");
 6
 7
        else
            printf("AND condition not satisfied\n");
 8
        if (a > b || c == d)
 9
10
            printf("a is greater than b OR c is equal to d\n");
11
        else
12 -
           printf("Neither a is greater than b nor c is equal "
         " to d\n");
13
14
        if (!a)
           printf("a is zero\n");
15
        else
16
17
            printf("a is not zero");
        return 0;
18
19 }
```

```
1 #include<stdio.h>
2 int main()
3 * {
4    int a = 10, b = 4;
5    int res = ((a == b) && printf("Namaste"));
6    printf("%d",res);
7    return 0;
8 }
```

4. Find the output of the following program and explain the reason leading to the output

```
1 #include<stdio.h>
2 int main()
3 * {
4    int a = 10, b = 4;
5    int res = ((a != b) && printf("Namaste\n"));
6    printf("%d",res);
7    return 0;
8 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 4;
5    int res = ((a != b) || printf("Namaste\n"));
6    printf("%d",res);
7    return 0;
8 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 10;
5    int res = ((a != b) || printf("Namaste\n"));
6    printf("%d",res);
7    return 0;
8 }
```

7. Find the output of the following program and explain the reason leading to the output

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 20, c = 30;
5    if (c > b > a)
6      printf("TRUE");
7    else
8      printf("FALSE");
9    return 0;
10 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 20;
5    printf("%d\n",a<<1);
6    printf("%d",b<<2);
7    return 0;
8 }</pre>
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 20;
5    printf("%d\n",a>>1);
6    printf("%d",b>>2);
7    return 0;
8 }
```

10. Find the output of the following program and explain the reason leading to the output

```
1 #include <stdio.h>
2 int main()
3 * {
4   int a = 10;
5   char b = 'a';
6   printf("%d\n",sizeof(a));
7   printf("%d\n",sizeof(b));
8   printf("%d",sizeof(printf("Himalayas")));
9   return 0;
10 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 10, b = 10;
5    printf("%d\n",a++);
6    printf("%d\n",a);
7    printf("%d\n",++b);
8    printf("%d",b);
9    return 0;
10 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 1;
5    int b = 1;
6    int c = a || --b;
7    int d = a-- && --b;
8    printf("a = %d, b = %d, c = %d, d = %d", a, b, c, d);
9    return 0;
10 }
```

13. Find the output of the following program and explain the reason leading to the output

```
1 #include <stdio.h>
2 int main()
3 * {
4    printf("%d", 1 << 2 + 2 << 4);
5    return 0;
6 }</pre>
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int i = 12;
5    int j = sizeof(i++);
6    printf("%d\n%d", i, j);
7    return 0;
8 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int i = 4;
5    int j = 5;
6    printf("%d\n",i^j);
7    printf("%d",i^(--j));
8    return 0;
9 }
```

```
1 #include<stdio.h>
2 int main()
3 * {
4    int a = 2,b = 5;
5    a = a^b;
6    b = b^a;
7    printf("%d\n%d",a,b);
8    return 0;
9 }
```

- 17. Given the code to swap two variables without a third variable using + and operators. Can you try to write a code to swap variables without using a third variable using the ^ operator.
- 18. Find the output of the following program and explain the reason leading to the output

```
1 #include <stdio.h>
2 int main()
3 * {
4    int a = 0;
5    int b;
6    a = (a == (a == 1));
7    printf("%d", a);
8    return 0;
9 }
```

```
1 #include <stdio.h>
2 int main()
3 * {
4    int i = 0, j = 1, k = -1;
5    float a;
6    float x = 0.5, y = 0.0;
7    a = x * y < i + j || k ;
8    printf("%f", a);
9    return 0;
10 }</pre>
```

20. Which BITWISE operator is to be used in line number 7 for the value in variable 'c' to be 6? What is the value in variable 'z'?

```
1 #include <stdio.h>
2 int main()
3 * {
4    int x = 4;
5    int y = 6;
6    int z = x&y;
7    int c = x y;
8    printf("%d\n%d",z,c);
9    return 0;
10 }
```

21. Akshay and Rohith are playing a game. The game is such that Akshay has to find out the number in a series of 5 numbers which are given by Rohith (all the numbers are greater than 0). Now, out of the 5 numbers only one number is not a duplicate of any other number, i.e every other number except one number has a duplicate. Help Akshay write a program that finds the number not having a duplicate and displays the same as the output. [Please understand that you are not supposed to use == operator or loops or an array(s) or any built in function other than printf and scanf)]

Input

4

6

10

4

6

Output

10

22. Nivedita and Hima are playing a game to determine whether a number mentioned by Hima is even or odd. However, Nivedita is not supposed to use /, %, - or + operators. Help Nivedita to write a program that can determine whether the number mentioned by Hima is even or odd

Input

4

Output

Even

```
1 #include<stdio.h>
2 int main()
3 * {
4    int a = 7, b = 4, c = 2;
5    printf("%d\n", a|b&c);
6    return 0;
7 }
```