## 19 CSE 102 – Computer Programming

## LAB 2 - PART 2 - OPERATORS AND DECISION MAKING

```
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 }
```

2. 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\n", sizeof(char));
5     printf("%d\n", sizeof(int));
6     printf("%d\n", sizeof(float));
7     printf("%d", sizeof(double));
8     return 0;
9 }
```

```
1 #include"stdio.h"
 2 int main()
 3 + {
 4
        int i;
        if(i=(2,1,0))
 5
            printf("Chandragupta\n");
 6
 7
        else
            printf("Samudragupta\n");
 8
 9
        printf("%d\n",i);
        return 0;
10
11 }
```

```
1 #include<stdio.h>
2 int main()
3 - {
4    int i;
5    if(i=0,2,3)
6        printf("Rani Lakshmi Bai\n");
7    else
8        printf("Nivedita\n");
9    printf("%d\n",i);
10 }
```

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

```
#include<stdio.h>
 2 int main()
 3 + {
     if(-5)
 4
     printf("a");
 5
     printf("b");
 7
     else
     printf("c");
 8
     printf("d");
     return 0;
10
11 }
```

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

```
1 #include<stdio.h>
 2 int main()
 3 → {
     int a = 0, b = 1, c = 2;
     if (a<b>c)
 5
 6 +
      {
      printf("Tennis\n");
 9
      else if (a<b>c || c++ > 2)
10 -
11
     printf("Cricket\n");
12
      }
     else
13
14 -
     printf("Football");
15
16
      }
17 }
```

```
1 #include<stdio.h>
 2 int main()
 3 + {
    int a = 0, b = 1, c = 2,z;
     if (z=a|b|c)
 5
 6 +
      {
 7
     printf("Tennis\n");
 8
     else
 9
10 +
      {
11
     printf("Football\n");
12
     printf("%d",z);
13
14
     return 0;
15 }
```

```
1 #include<stdio.h>
2 int main()
3 + {
     int a = 0, b = 1, c = 2, d = 4, z;
5
     if (z=a|b|c&d)
6 +
     {
     printf("Tennis\n");
7
9
     else
10 +
     printf("Football\n");
11
12
     }
13
    printf("%d",z);
14     return 0;
15 }
```

```
1 #include<stdio.h>
 2 int main()
 3 + {
     int a = 0, b = 1, c = 2, d = 4, z;
 4
 5
     int x = 3 & 4;
     printf("%d\n",x);
 6
     if (z=a|b|c\&\&d)
 7
 8 +
      printf("Tennis\n");
 9
 10
 11
      else
12 -
      printf("Football\n");
 13
 14
      printf("%d",z);
15
16
      return 0;
17 }
```

```
#include <stdio.h>
 2
     int main()
 3 ₹ {
 4
        int m = 5, n = 4;
 5
        (m > n) ? printf("m is greater than n that is %d > %d",
 6 +
 7
                         m, n)
 8 +
                : printf("n is greater than m that is %d > %d",
 9
                        n, m);
10
11
        return 0;
12 }
```

```
#include <stdio.h>
 1
 2
      int main()
 3
    □ {
 4
          int num = 2;
 5
          switch (num + 2)
 6
 7
          case 1:
 8
              printf("Case 1: ");
 9
          case 2:
10
              printf("Case 2: ");
11
          case 3:
12
              printf("Case 3: ");
13
          default:
14
              printf("Default: ");
15
16
          return 0;
17
```

```
#include<stdio.h>
 2
      int main()
 3
    □ {
 4
          int a = 1;
 5
          switch (a << (2 + a))</pre>
 6
 7
          default:
 8
               printf("1");
 9
          case 4:
               printf("2");
10
11
          case 5:
12
               printf("3");
13
          case 8:
               printf("4");
14
15
16
          return 0;
17
```

```
1
       #include<stdio.h>
       #define L 10
 2
 3
       int main()
 4
     5
           int a = 10;
 6
           switch (a, a*2)
 7
 8
           case L:
 9
               printf("ABC");
10
               break;
11
12
           case L*2:
13
                printf("XYZ");
14
               break;
15
16
           case L*3:
17
                printf("PQR");
18
               break;
19
20
           default:
21
                printf("MNO");
22
23
           return 0;
24
```

```
1
       #include<stdio.h>
 2
       int main()
     □ {
 3
 4
           int a = 20;
 5
           if(a%2==0 && a>20)
 6
 7
               printf("Good");
 8
 9
           else if (a%2==0 && a%8==0)
10
11
               printf("Forest");
12
13
           else if (a%2==0 && a>10)
14
15
               printf("Space");
16
17
               return 0;
18
```