Operator precedence:

#include <stdio.h>

int main() {

int a = 20;

int b = 10;

int c = 15;

int d = 5;

int e;

e = (a + b) \* c / d;

printf("Value of (a + b) \* c / d is : %d\n", e );

e = ((a + b) \* c) / d;

printf("Value of ((a + b) \* c) / d is : %d\n" , e );

e = (a + b) \* (c / d);

printf("Value of (a + b) \* (c / d) is : %d\n", e );

e = a + (b \* c) / d;

printf("Value of a + (b \* c) / d is : %d\n" , e );

return 0;

}

Output:

