

Bayanum 6

① #include <file.h>

② '(' , ')'

③ struct abc

```
{  
    int a;  
    char b;
```

```
} *p;
```

~~char *p;~~
~~char *p;~~

④ if (a > b)

```
{  
    a = a - b;
```

```
}
```

```
else
```

```
{  
    a = b - a;
```

```
}
```

switch (a - b)

```
{
```

```
case 1: printf(1);
```

```
break;
```

```
case 2: printf(2);
```

```
break;
```

```
case 3: printf(3);
```

```
break;
```

⑤ void sum(int x, int y)

```
{
```

```
    int m = x + y;
```

```
    return m;
```

```
}
```

⑥ byte, sbyte, short, ushort, int, uint, long, ulong, ~~float~~

⑦ int main()

```
{
```

```
    int a[3][3];
```

```
    int i, j;
```

```
    for (i = 0; i < 2; i++)
```

```
{
```

```
        for (j = 0; j < 3; j++)
```

```
{
```

```
        if ((i + j) % 2 == 0)
```

```
{
```

```
            a[i][j] = 0;
```

```
}
```

```
        else
```

```
{
```

```
            a[i][j] = 1;
```

```
}
```

```
}
```

```
}
```

```
}
```

⑩ $x += y$ - сложение с присвоением
 $x *= y$ - умножение с присвоением.

⑪ ~~Препроцессор~~. #include

```
⑬ int main()
{
    int a = 2;
    int b = 3;
    int * p1 = &a;
    int * p2 = &b;
    int c = *(p1);
    int d = *(p2);
    int sum = c + d;
}
```

⑧ d, u, f.