**2.** (1 ponto) Para cada um dos seguintes trechos de código, indique o que será exibido pelo programa:

```
n = 6 - 2 * 3
c = 9 == n
print(n)
```

```
n = 10 - 10
c = 9 > n
print(c)
```

```
n = 10 // 6
c = 2 > n
print(n, c)
```

```
n = 2**3
c = 10 > n
print("not c =", not c)
```

---

```
n = 20 - 10
c1 = 19 > n
c2 = -12 > n
r1 = c1 or c2
r2 = c1 and c2
print(c1, c2)
print(r1, r2)
```

```
n = 11 % 2
c1 = 1 > n
c2 = 0 < n
r1 = not c1 and c2
r2 = c1 or not c2
print(r1, r2)
print(c1, c2)
```

```
n = 3 + 4 * 5
r1 = not not True
r2 = not (20 < n or n == 23)
c1 = 30 < n or 20 > n and n > 10
c2 = n > 0 or 12 <= n and monty_python
print(n, r1, r2)
print(c1, c2)
```