```c
#include <stdio.h>

int main() {
    int a=10;
    int b=20;

    printf("values: a=%d,b=%d\n",a,b);

    //relational operators
    printf("a==b:%d\n",a==b);   //Equal to
    printf("a!=b:%d\n",a!=b);   //Not equal to
    printf("a>b:%d\n",a>b);     //Greater than
    printf("a<b:%d\n",a<b);     //Less than
    printf("a>=b:%d\n",a>=b);    //Greater than
or equal to
    printf("a<=b:%d\n",a<=b);    //less than or
equal to

    return 0;

}
```