

MD. Dulal Hossain

ID: 213902116

Section: 213-DA-PC

Answer to the question no: 09

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int a, b, c;
```

```
    printf("Enter two number");
```

```
    scanf("%d %d", &a, &b);
```

```
    c = a + b;
```

```
    printf("%d", c);
```

```
    return 0;
```

```
}
```


Answer to the question no: 03

outputs

1st printf = 20 10 0 5 2 3

2nd printf = 1 9 1 5 1 2

3rd printf = 1 9 1 5 9

Answer to the question no: 02

Keywords are predefined, reserved words used in programming that have special meanings to the compiler. Key words are parts of the syntax and they cannot be use as an identifier.
Example: int, float, case, break etc.

Rules for naming a variable

- ① A variable name can only have letters (both uppercase and lowercase letters), digits and underscore.
- ② The first letter of a variable should be either a letter or an underscore.

(iii) There is no limit on ~~16 bit~~^{32 bit} long a variable name (identifier) can be.

(iv) ~~you~~ name variables that describe binary states (true or false) after the state that matches the true value.

Answer to the question 01

```
#include <stdio.h>
int a, b;
printf
```

```
(0 < a) ? printf
: ("0")
else if (a < 100)
```

```
: a = 100
: ("1")
```

```
: ("0")
else
```

```
return 0;
```

```
}
```

Answer to the question no: 01

```
#include <stdio.h>
```

```
int main()
```

```
{ int a, b;
```

```
printf("Enter two numbers");
```

```
scanf("%d %d", &a, &b);
```

```
if (a > 0)
```

```
else if (b > 0)
```

```
printf("A");
```

```
else if (a - b < 0)
```

```
b >= 15;
```

```
printf("A");
```

```
else
```

```
printf("B");
```

```
return 0;
```

```
}
```