**7. Print the value of y for given x=2 & z=4 and analyze the output.**

**a. y = x++ + ++x; (=6)**

**b. y=++x + ++x; (=8)**

**c. y= ++x + ++x + ++x; (=13)**

**d. y = x>z; (=0)**

**e. y= x>z? x:z; (=4)**

**f. y =x&z;(=0)**

**g. y= x>>2 + z<<1; (=0)**

**#include<stdio.h>//a**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y = x++ + ++x;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//b**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y=++x + ++x;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//c**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y= ++x + ++x + ++x;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//d**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y = x>z;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//e**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y= x>z? x:z;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//f**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y = x&z;**

**printf("%d",y);**

**return 0;**

**}**

**#include<stdio.h>//g**

**#include<conio.h>**

**int main()**

**{**

**int x,y,z;**

**x=2,z=4;**

**y= x>>2 + z<<1;**

**printf("%d",y);**

**return 0;**

**}**