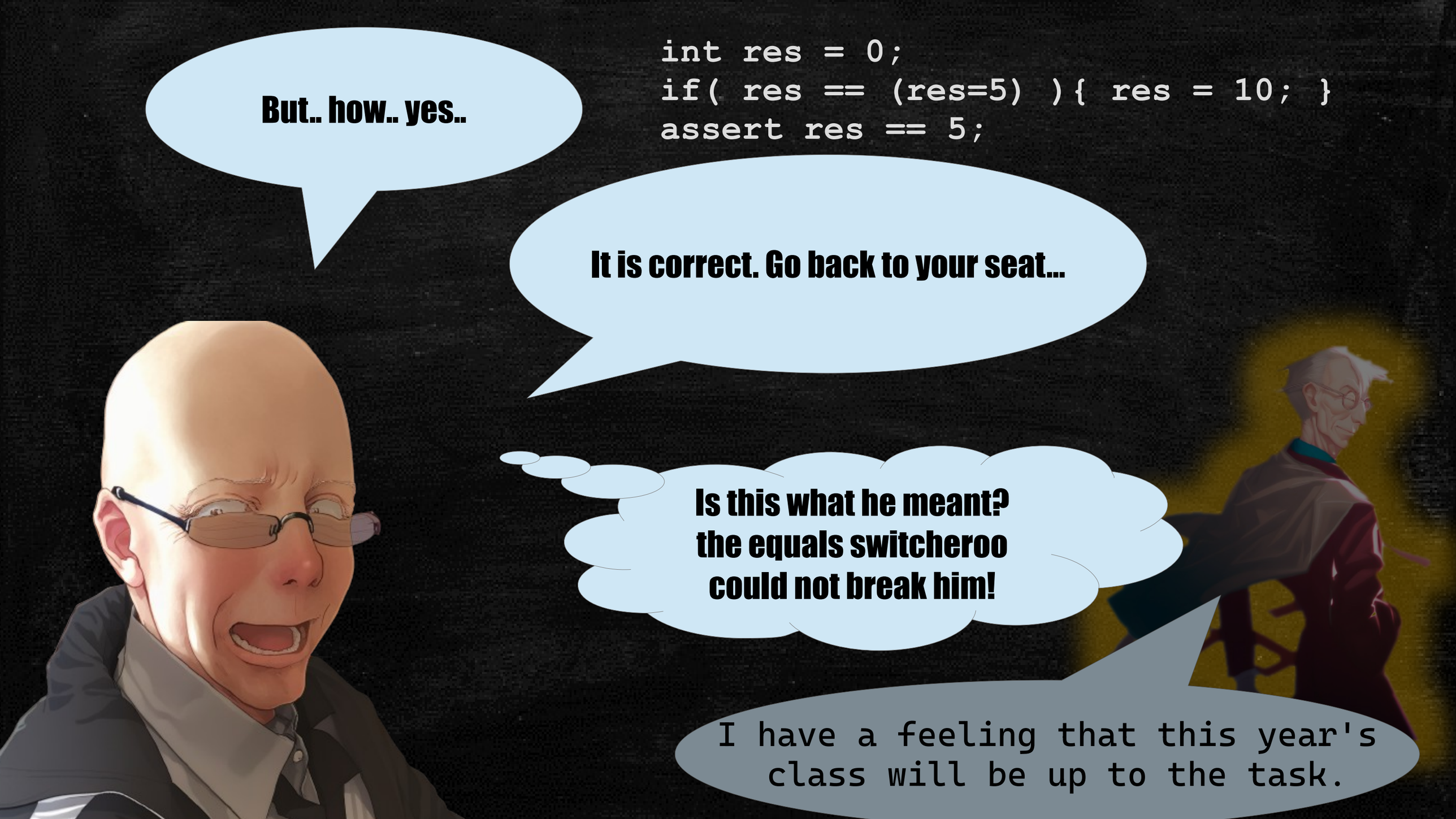
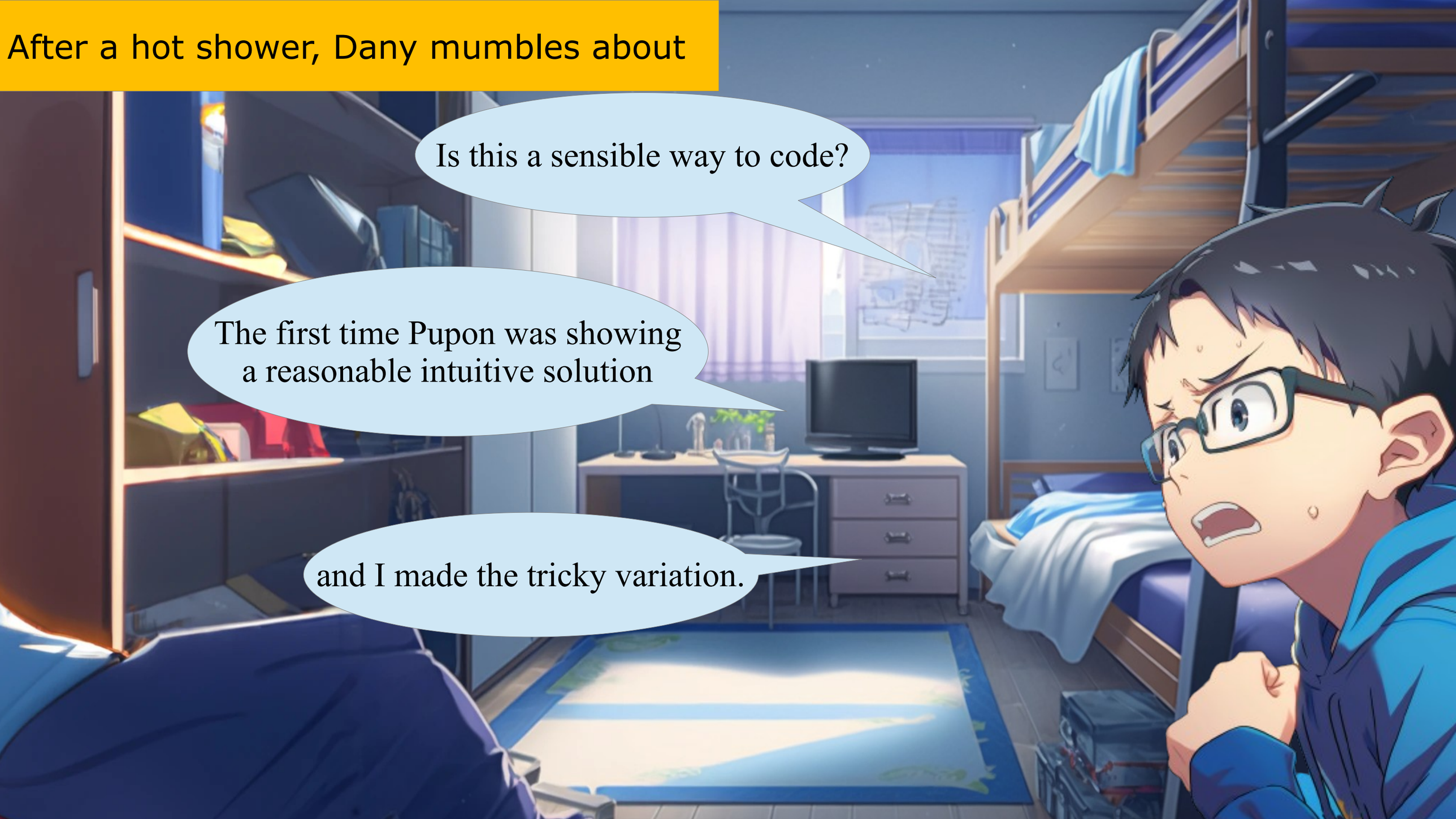

But.. how.. yes..
int res = 0;
if(res == (res=5)){ res = 10; }
assert res == 5;
It is correct. Go back to your seat...
Is this what he meant?
the equals switcheroo
could not break him!
I have a feeling that this year's
class will be up to the task.

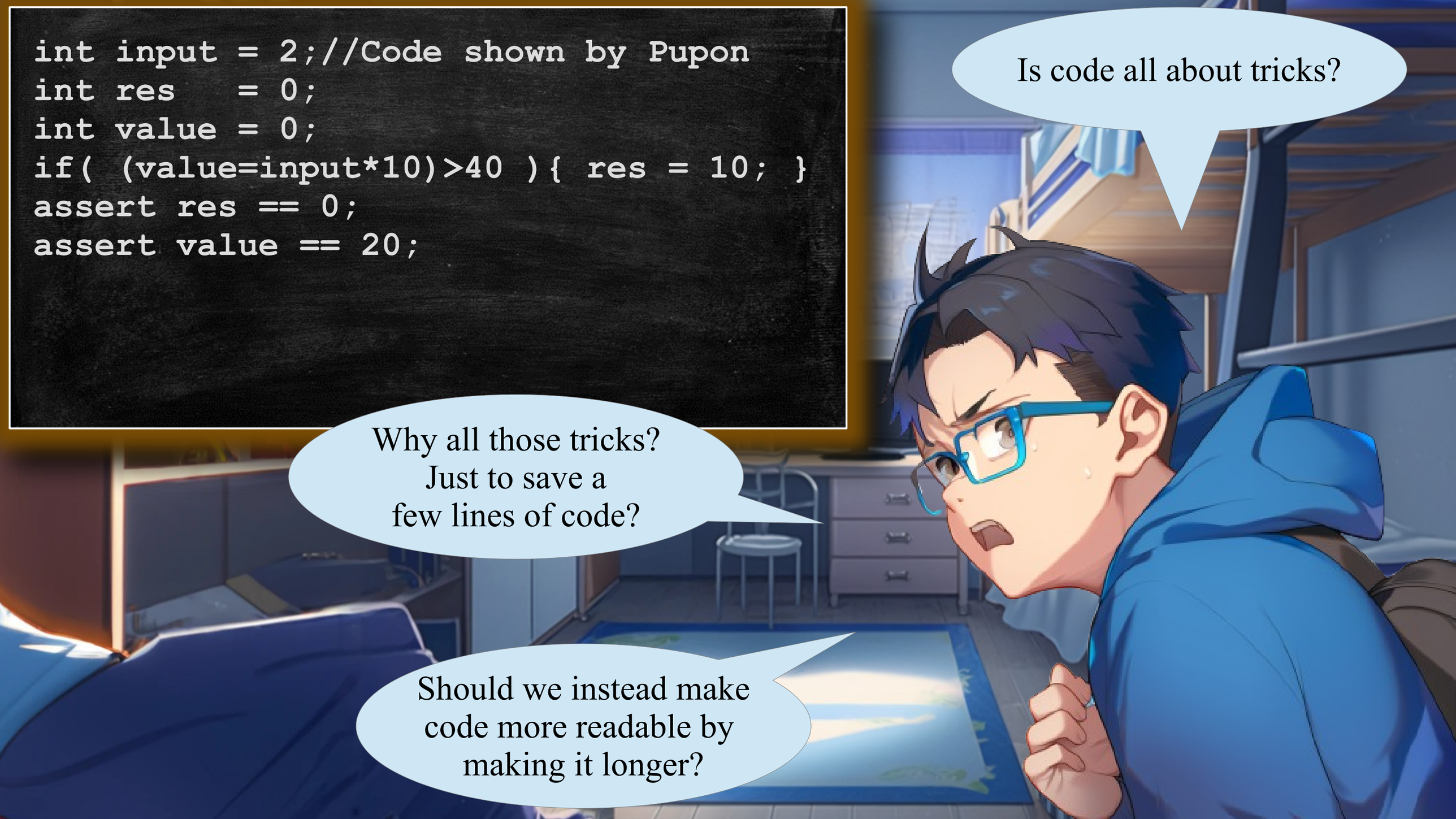

After the lecture, Dany rushes to his room
Again!
Every lecture feels like a fight to the death!
The class looked confused,
as if I said something absurd.
How many of them would
have been able to answer?

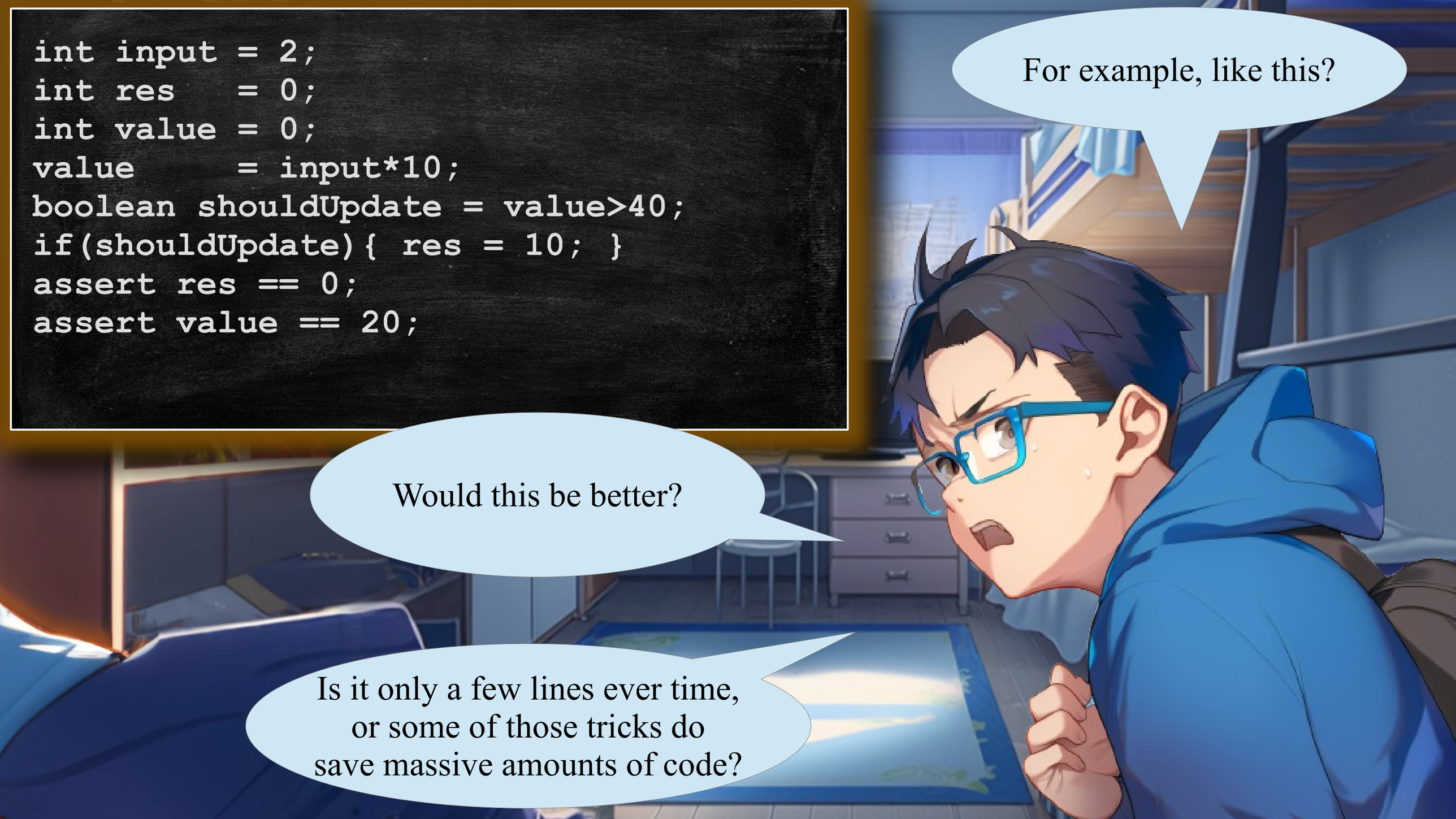
After a hot shower, Dany mumbles about




But this time..
The lecture and the questions was all about the tricky part!


Is code all about tricks?


int input = 2;//Code shown by Pupon
int res   = 0;
int value = 0;
if((value=input*10)>40){ res = 10; }
assert res == 0;
assert value == 20;
Is code all about tricks?
Why all those tricks?
Just to save a
few lines of code?
Should we instead make
code more readable by
making it longer?

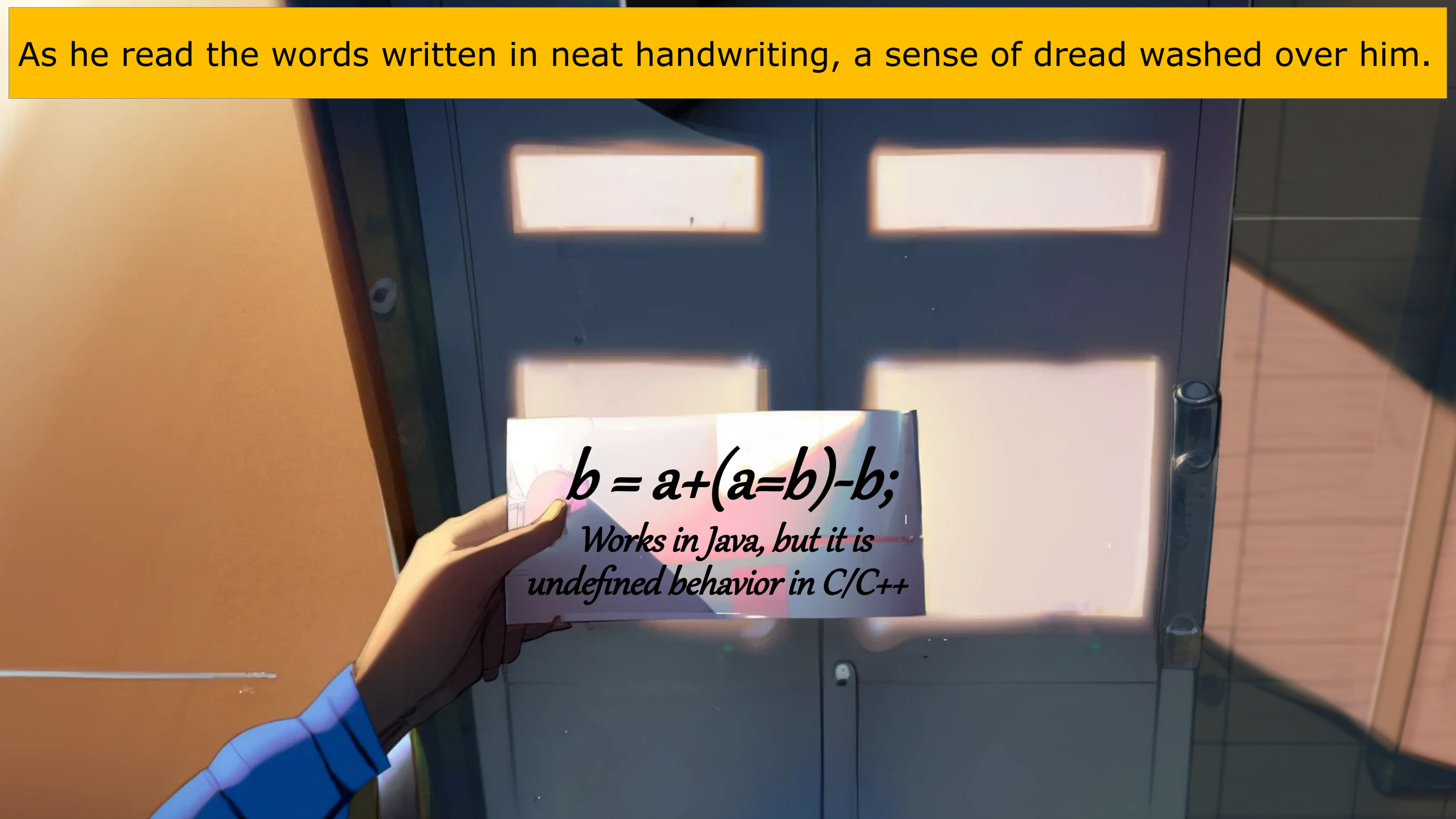

int input = 2;
int res   = 0;
int value = 0;
value   = input*10;
boolean shouldUpdate = value>40;
if(shouldUpdate){ res = 10; }
assert res == 0;
assert value == 20;
For example, like this?
Would this be better?
Is it only a few lines ever time,
or some of those tricks do
save massive amounts of code?

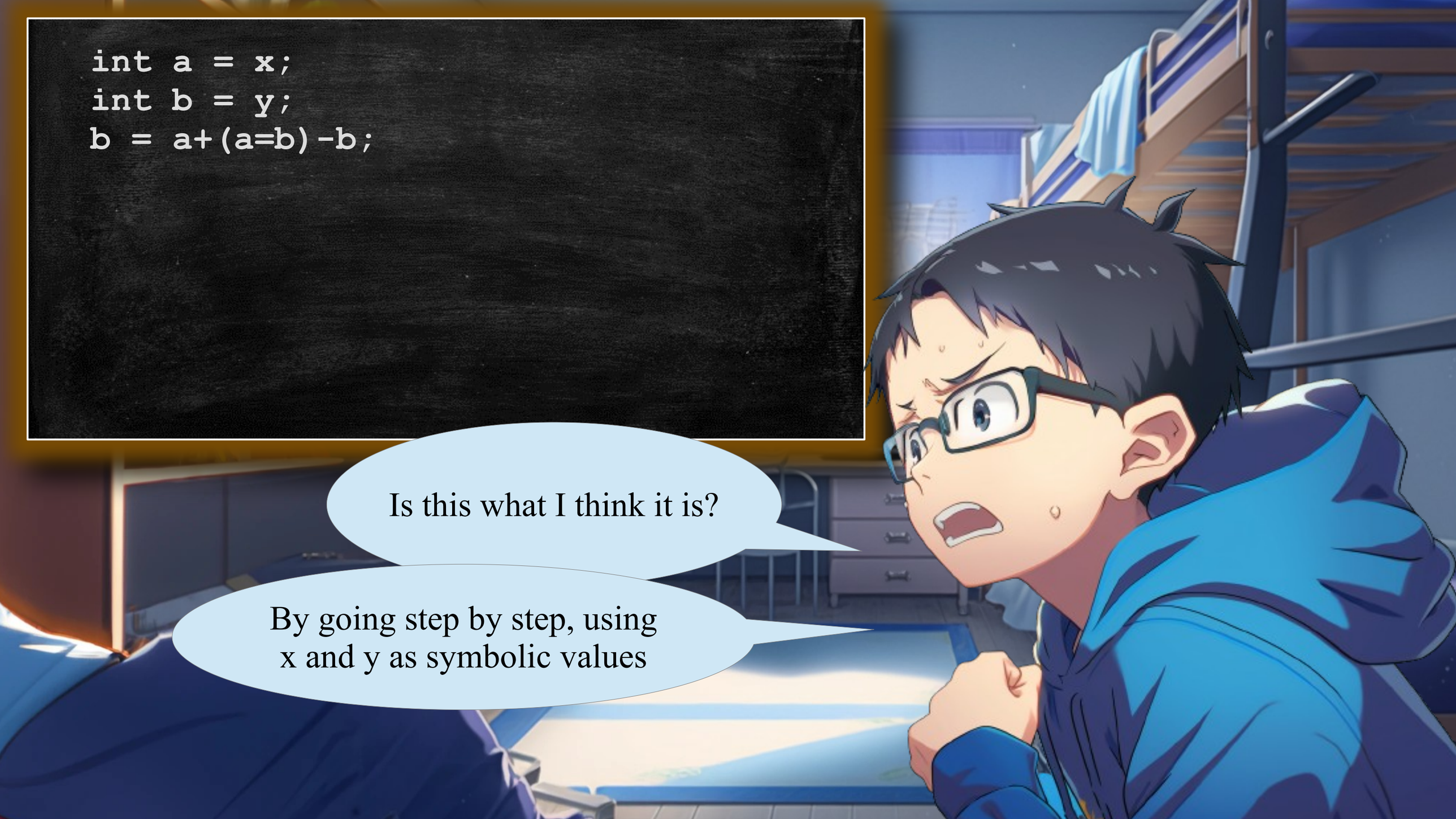
Dany suddenly heard a rustling sound coming from the door

He turned to look and saw a small piece of paper sliding under the door.

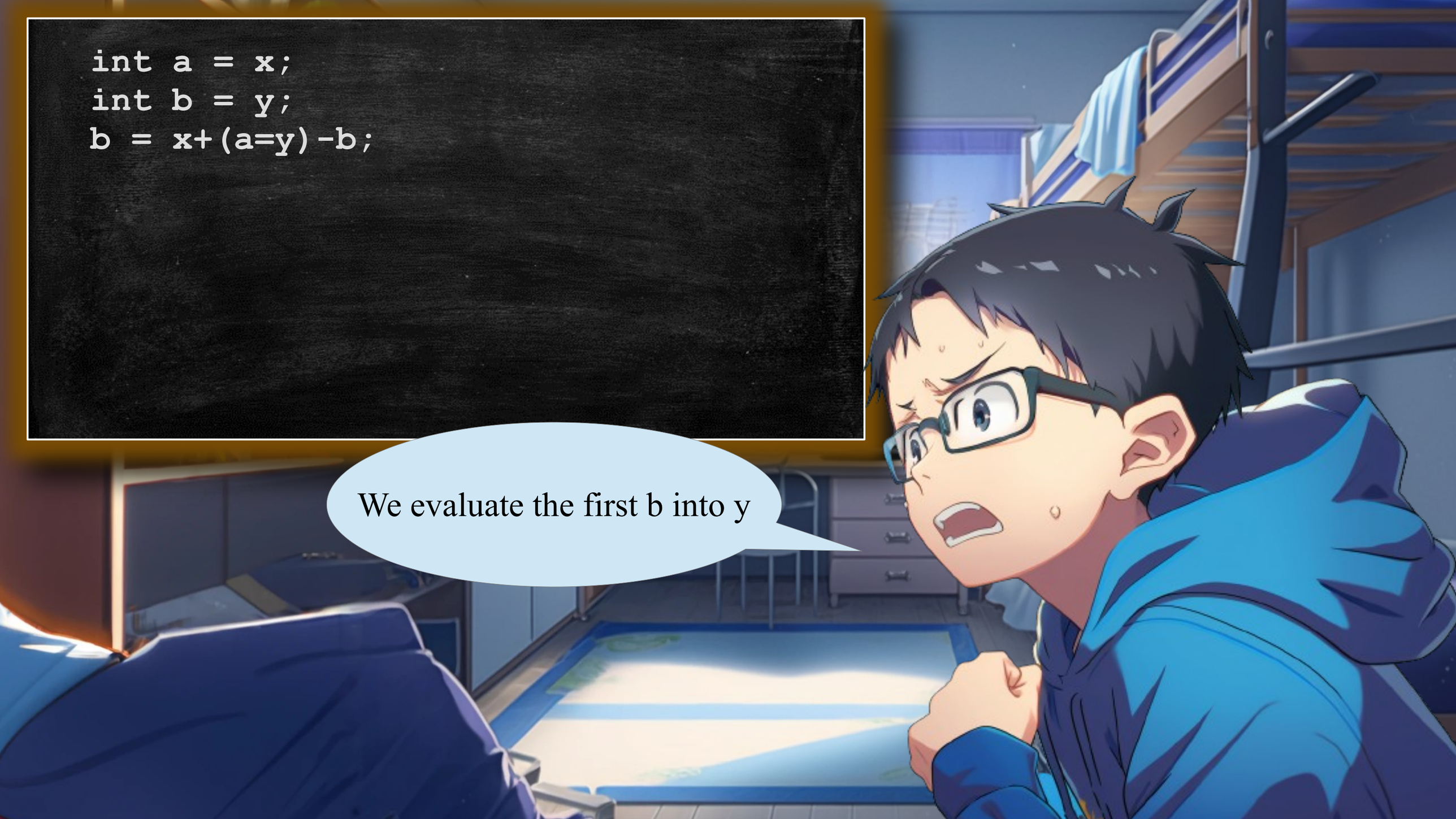
He reached down and picked up the note, his hands shaking as he unfolded it.

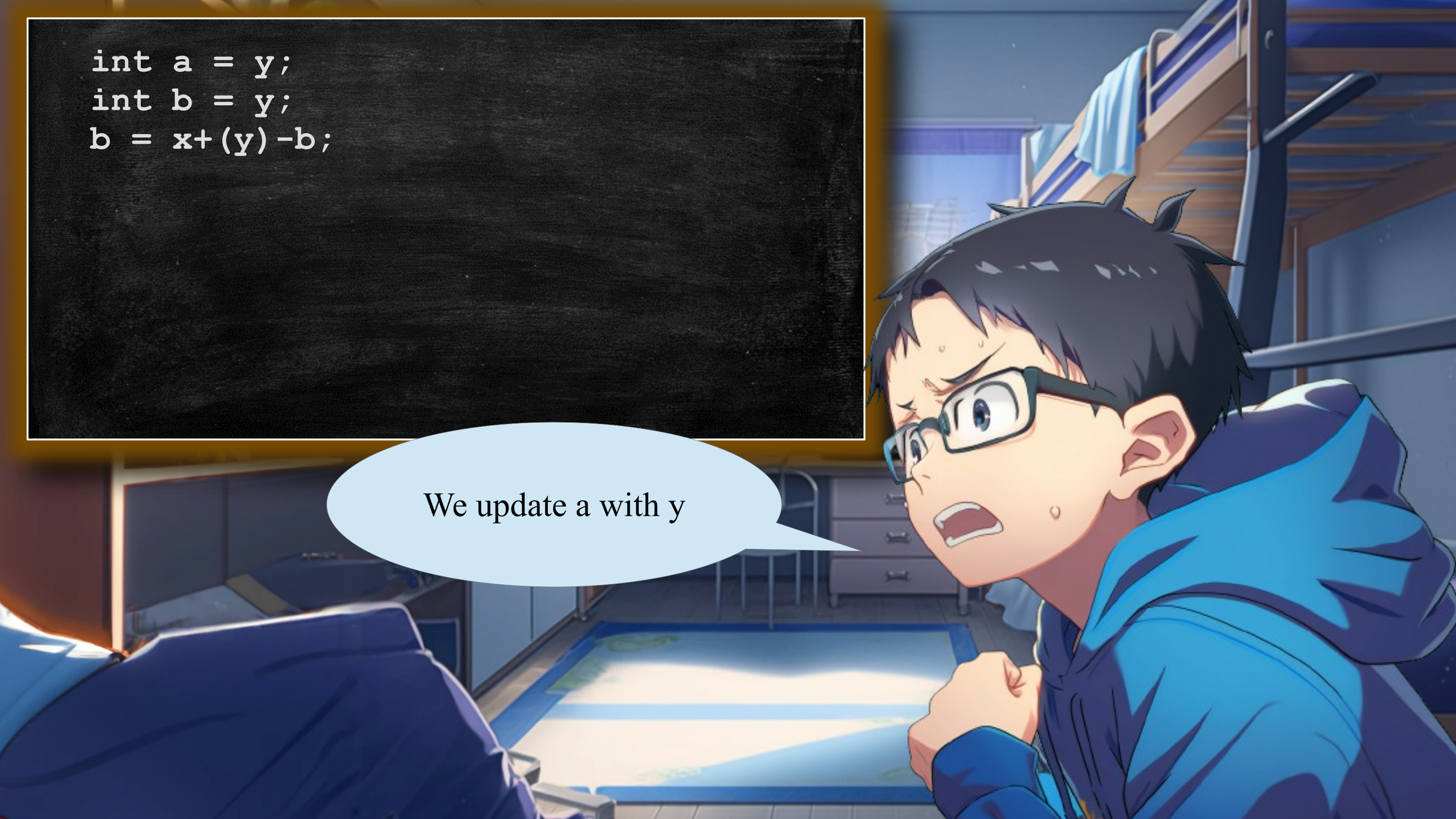
As he read the words written in neat handwriting, a sense of dread washed over him.

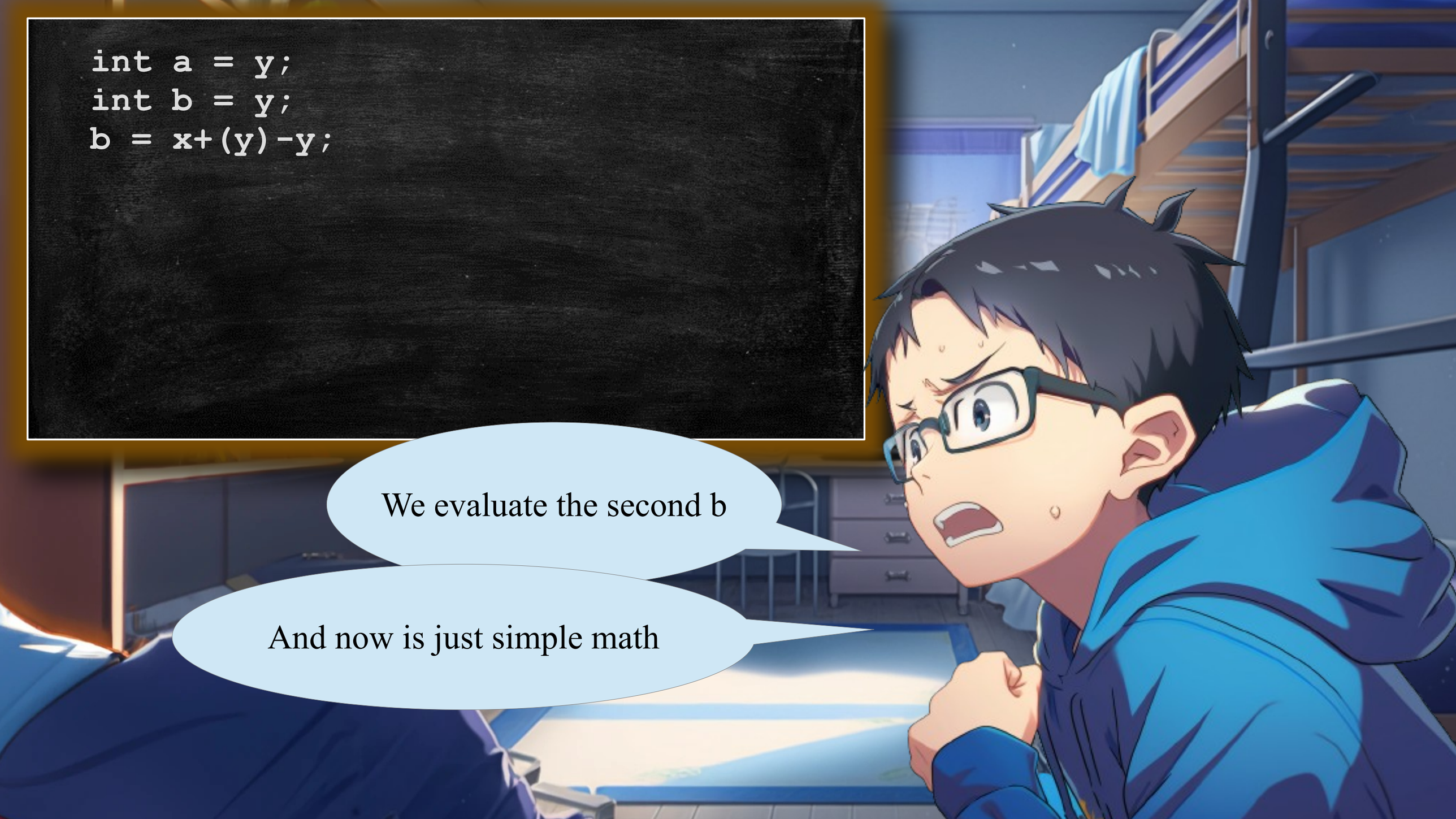



int a = x;
int b = y;
b = a+(a=b)-b;
Is this what I think it is?
By going step by step, using
x and y as symbolic values

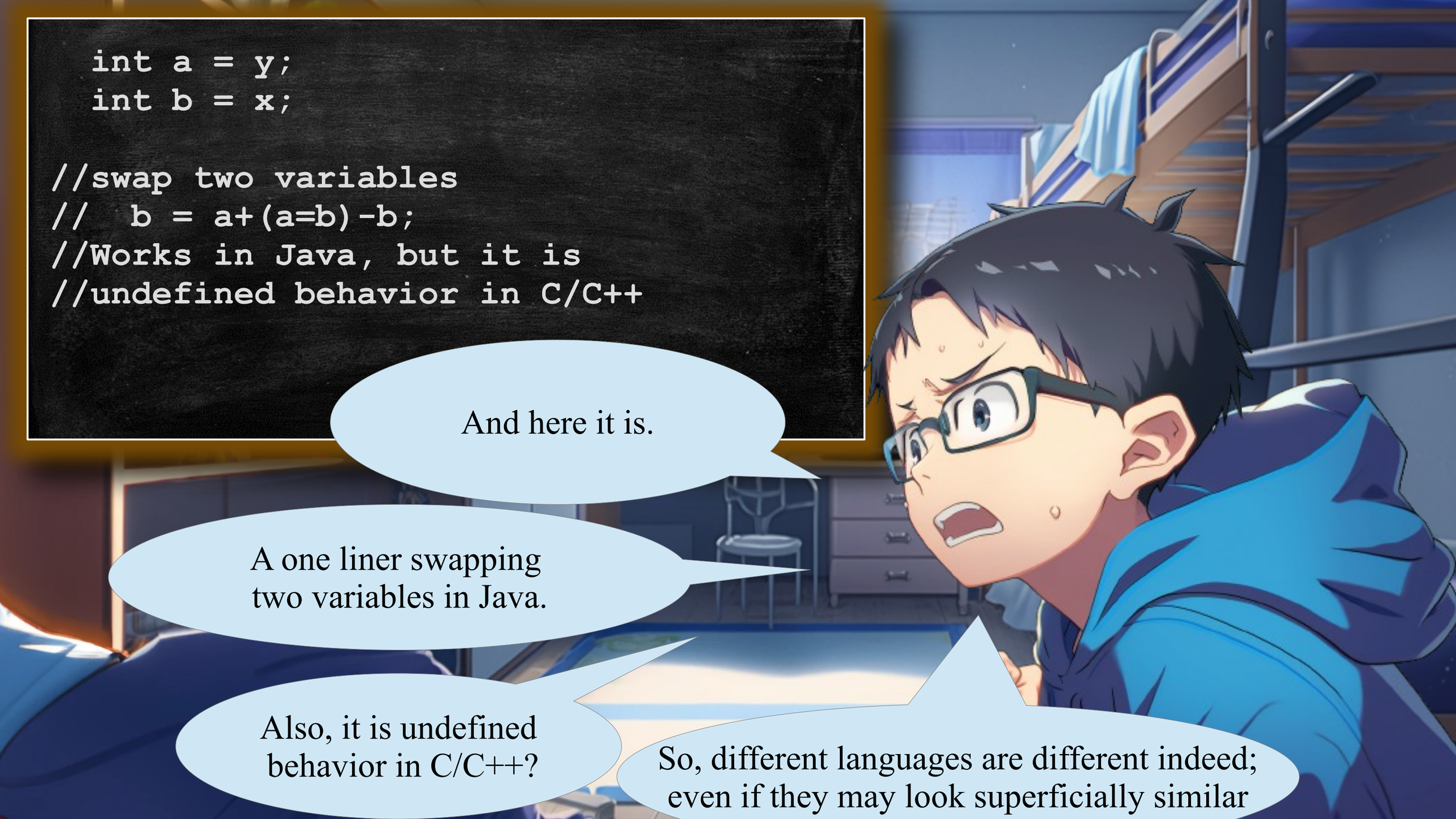

int a = x;
int b = y;
b = x+(a=b)-b;
We evaluate a into x


int a = x;
int b = y;
b = x+(a=y)-b;
We evaluate the first b into y

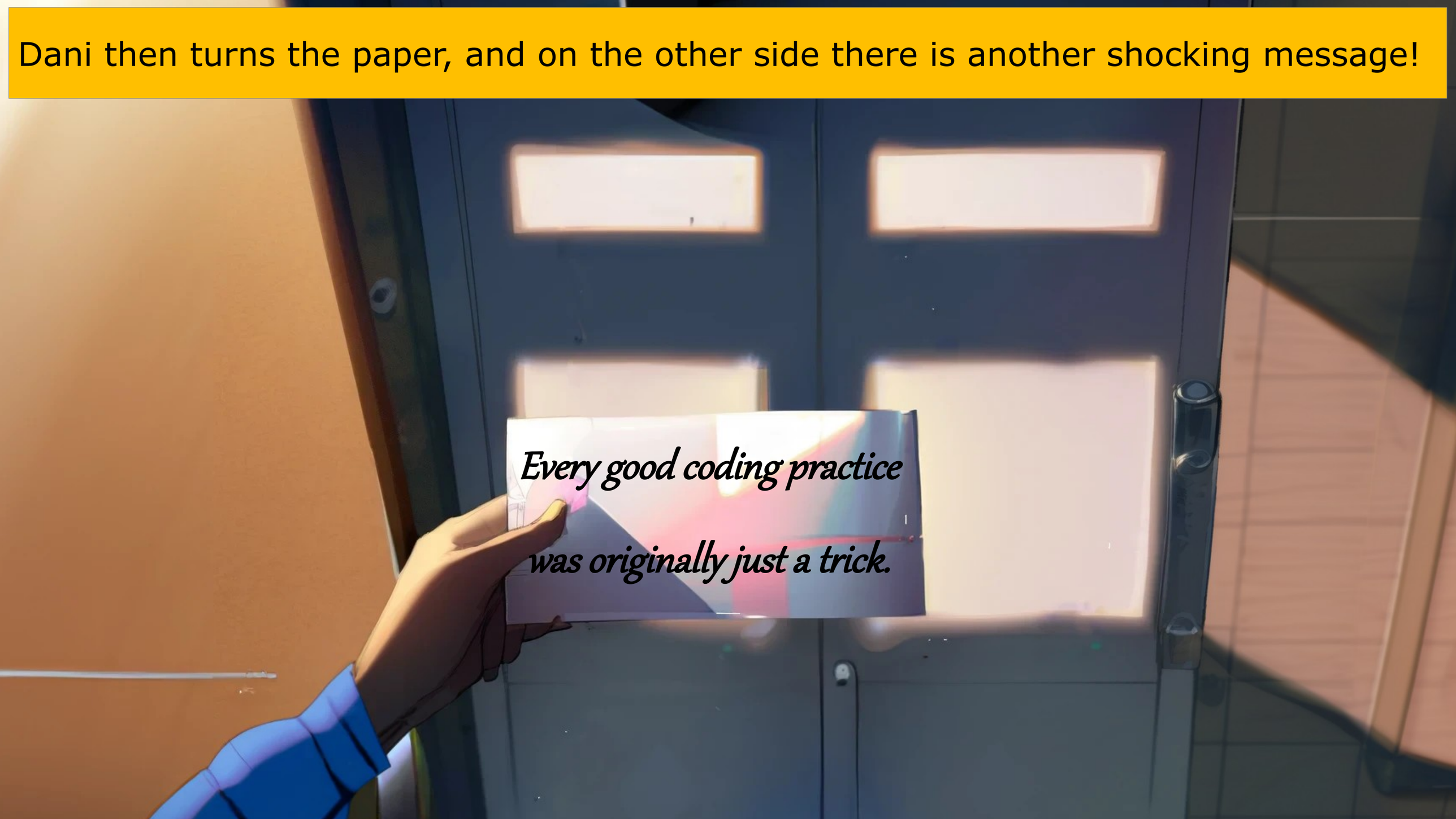

int a = y;
int b = y;
b = x+(y)-b;
We update a with y


int a = y;
int b = y;
b = x+(y)-y;
We evaluate the second b
And now is just simple math


int a = y;
int b = y;
b = x;
Finally we update b with x


int a = y;
int b = x;
//swap two variables
// b = a+(a=b)-b;
//Works in Java, but it is
//undefined behavior in C/C++
And here it is.
A one liner swapping two variables in Java.
Also, it is undefined behavior in C/C++?
So, different languages are different indeed; even if they may look superficially similar

Dani then turns the paper, and on the other side there is another shocking message!




02: The sky is infinite

Credits

- Story: Marco
- Art: MidJourney, NijiJourney, Dall-E
- Wording: Marco, chatGPT
- Composition: Marco
- Thanks to all my friends for providing great feedback!