




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

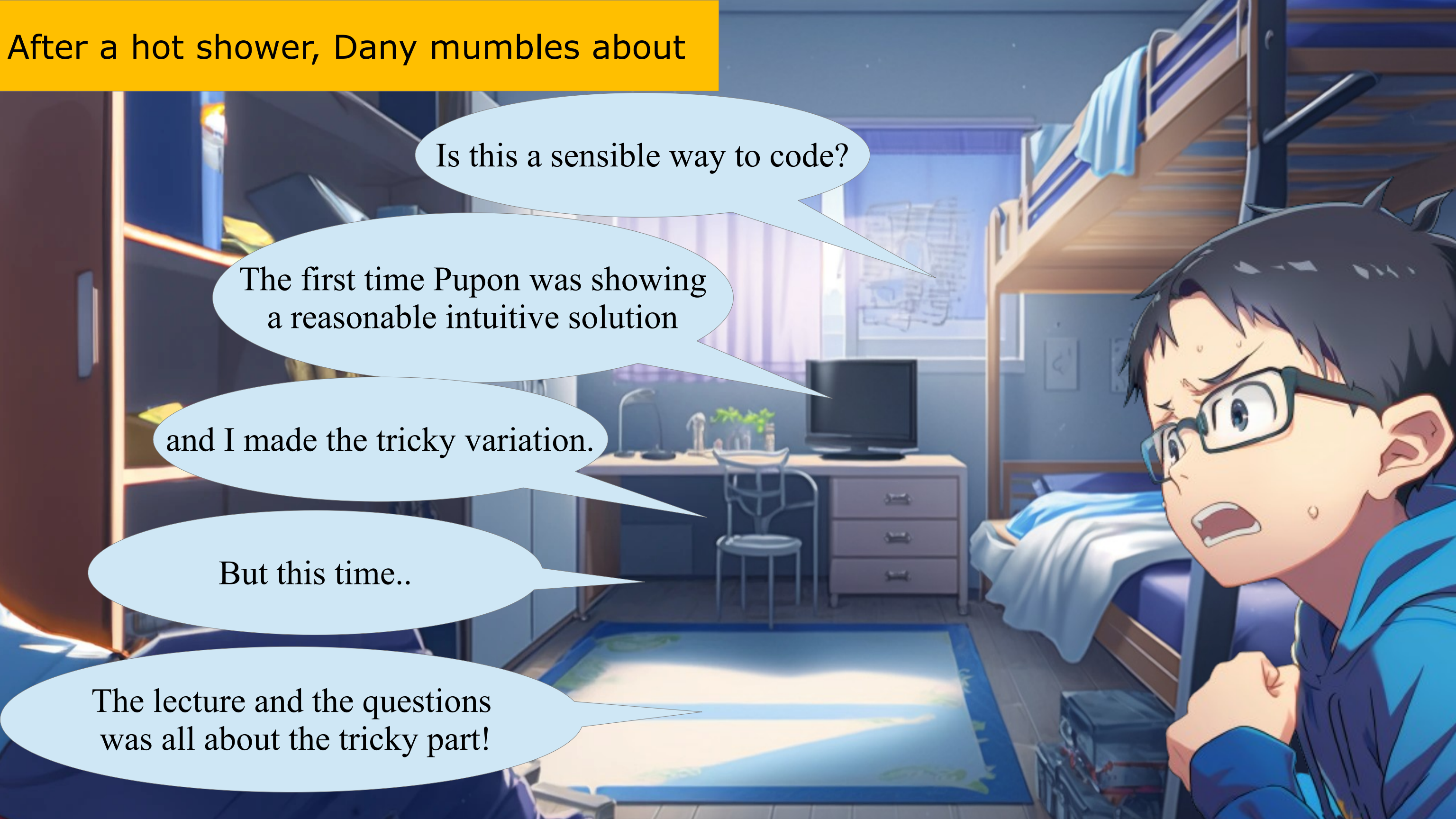
Is this a sensible way to code?

The first time Pupon was showing
a reasonable intuitive solution

and I made the tricky variation.

But this time..

The lecture and the questions
was all about the tricky part!

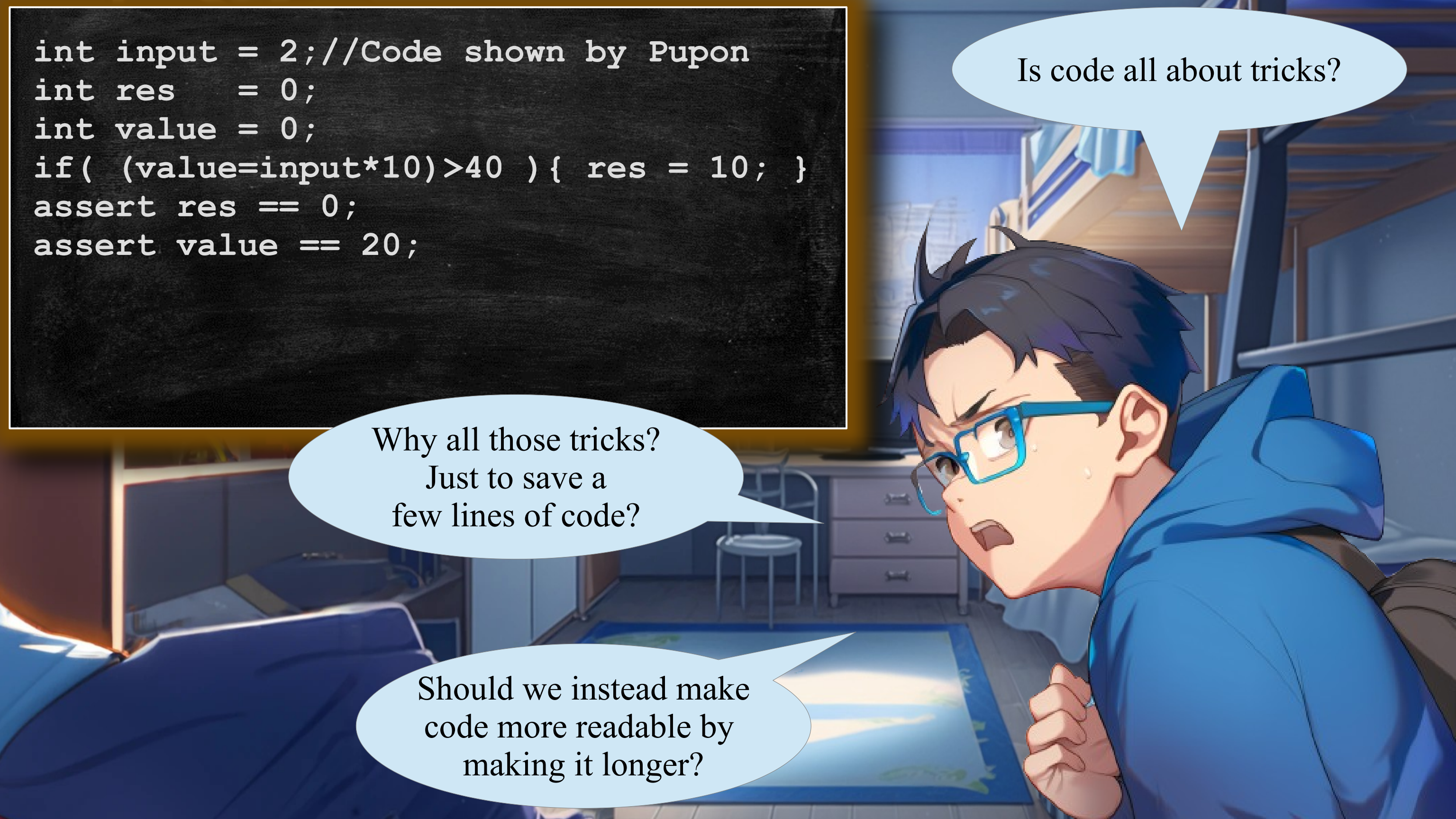



```
int input = 2; //Code shown by Pupon  
int res   = 0;  
int value = 0;  
if( (value=input*10)>40 ){ res = 10; }  
assert res == 0;  
assert value == 20;
```

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

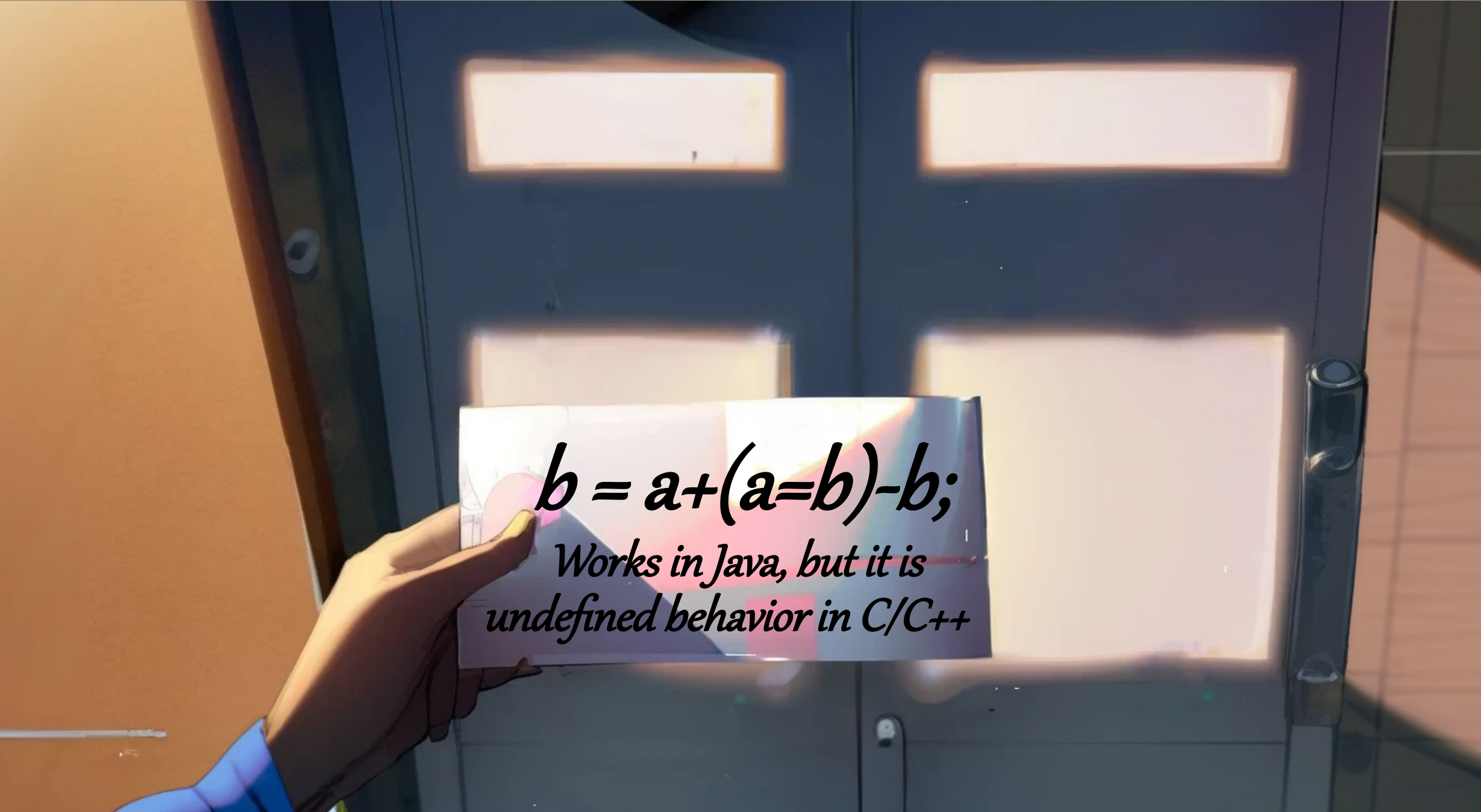


He turned to look and saw a small piece of paper sliding under the door.

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.

A hand holding a piece of paper with code and a note. The background is a dark blue door with four rectangular windows. The hand is holding the paper from the left side. The paper has a white background with a pink and blue gradient. The code is written in a bold, black, serif font. The note is written in a black, cursive font.

$b = a + (a = b) - b;$

*Works in Java, but it is
undefined behavior in C/C++*


```
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!

A hand holding a piece of paper with a message in front of a door. The hand is wearing a blue sleeve. The paper is white with a pink sticky note on the left side. The background is a dark blue door with four rectangular windows. The lighting is warm, suggesting sunset or sunrise.

*Every good coding practice
was originally just a trick.*



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!

