

Teste de mesa 1:

| | | | | | | | |
|----|---|------------|-----------|------------|-----------|------------|----|
| 1 | <code>#include <stdio.h></code> | a | b | c | d | e | 01 |
| 2 | | - | - | - | - | - | 02 |
| 3 | <code>int main(){</code> | - | - | - | - | - | 03 |
| 4 | <code>int a=0, b=0, c=0, d=0, e=0;</code> | 0 | 0 | 0 | 0 | 0 | 04 |
| 5 | | 0 | 0 | 0 | 0 | 0 | 05 |
| 6 | <code>a = 1;</code> | <u>1</u> | 0 | 0 | 0 | 0 | 06 |
| 7 | <code>b = 2;</code> | 1 | <u>2</u> | 0 | 0 | 0 | 07 |
| 8 | <code>c = 3;</code> | 1 | 2 | <u>3</u> | 0 | 0 | 08 |
| 9 | <code>d = 4;</code> | 0 | 0 | 0 | <u>4</u> | 0 | 09 |
| 10 | <code>e = 5;</code> | 1 | 2 | 3 | 4 | <u>5</u> | 10 |
| 11 | <code>a = a + 1;</code> | <u>2</u> | 2 | 3 | 4 | 5 | 11 |
| 12 | <code>b = a * 2;</code> | 2 | <u>4</u> | 3 | 4 | 5 | 12 |
| 13 | <code>c = e * e;</code> | 2 | 4 | <u>25</u> | 4 | 5 | 13 |
| 14 | <code>d = a + b + c;</code> | 2 | 4 | 25 | <u>31</u> | 5 | 14 |
| 15 | <code>e = a;</code> | 2 | 4 | 25 | 31 | <u>2</u> | 15 |
| 16 | <code>a = e;</code> | <u>2</u> | 4 | 25 | 31 | 2 | 16 |
| 17 | <code>b = d;</code> | 2 | <u>31</u> | 25 | 31 | 2 | 17 |
| 18 | <code>c = c;</code> | 2 | 31 | <u>25</u> | 31 | 2 | 18 |
| 19 | <code>d = b;</code> | 2 | 31 | 25 | <u>31</u> | 2 | 19 |
| 20 | <code>e = a;</code> | 2 | 31 | 25 | 31 | <u>2</u> | 20 |
| 21 | | 2 | 31 | 25 | 31 | 2 | 21 |
| 22 | <code>if (a > b){</code> | 2 | 31 | 25 | 31 | 2 | 22 |
| 23 | <code>if (c >= a){</code> | 2 | 31 | 25 | 31 | 2 | 23 |
| 24 | <code>c = b * 6;</code> | 2 | 31 | 25 | 31 | 2 | 24 |
| 25 | <code>}else{</code> | 2 | 31 | 25 | 31 | 2 | 25 |
| 26 | <code>c = c * 4;</code> | 2 | 31 | 25 | 31 | 2 | 26 |
| 27 | <code>}</code> | 2 | 31 | 25 | 31 | 2 | 27 |
| 28 | <code>}else{</code> | 2 | 31 | 25 | 31 | 2 | 28 |
| 29 | <code>if (c >= a){</code> | 2 | 31 | 25 | 31 | 2 | 29 |
| 30 | <code>c = c * 4;</code> | 2 | 31 | <u>100</u> | 31 | 2 | 30 |
| 31 | <code>}else{</code> | 2 | 31 | 100 | 31 | 2 | 31 |
| 32 | <code>c = b * 6;</code> | 2 | 31 | 100 | 31 | 2 | 32 |
| 33 | <code>}</code> | 2 | 31 | 100 | 31 | 2 | 33 |
| 34 | <code>}</code> | 2 | 31 | 100 | 31 | 2 | 34 |
| 35 | | 2 | 31 | 100 | 31 | 2 | 35 |
| 36 | <code>a++;</code> | <u>3</u> | 31 | 100 | 31 | 2 | 36 |
| 37 | <code>b++;</code> | 3 | <u>32</u> | 100 | 31 | 2 | 37 |
| 38 | <code>c = c + 1;</code> | 3 | 32 | <u>101</u> | 31 | 2 | 38 |
| 39 | <code>a = a + c;</code> | <u>104</u> | 32 | 101 | 31 | 2 | 39 |
| 40 | <code>d = (3+1)*(2+4);</code> | 104 | 32 | 101 | <u>24</u> | 2 | 40 |
| 41 | <code>e = a+b+c+d+e;</code> | 104 | 32 | 101 | 24 | <u>263</u> | 41 |
| 42 | | 104 | 32 | 101 | 24 | 263 | 42 |
| 43 | <code>return 0;</code> | 104 | 32 | 101 | 24 | 263 | 43 |
| 44 | <code>}</code> | 104 | 32 | 101 | 24 | 263 | 44 |

Teste de mesa 2:

| | | | | | | | |
|----|---|------------|-----------|------------|-----------|------------|----|
| 1 | <code>#include <stdio.h></code> | a | b | c | d | e | 01 |
| 2 | | - | - | - | - | - | 02 |
| 3 | <code>int main(){</code> | - | - | - | - | - | 03 |
| 4 | <code>int a=0, b=0, c=0, d=0, e=0;</code> | 0 | 0 | 0 | 0 | 0 | 04 |
| 5 | | 0 | 0 | 0 | 0 | 0 | 05 |
| 6 | <code>a = 1;</code> | <u>1</u> | 0 | 0 | 0 | 0 | 06 |
| 7 | <code>b = 2;</code> | 1 | <u>2</u> | 0 | 0 | 0 | 07 |
| 8 | <code>c = 3;</code> | 1 | 2 | <u>3</u> | 0 | 0 | 08 |
| 9 | <code>d = 4;</code> | 0 | 0 | 0 | <u>4</u> | 0 | 09 |
| 10 | <code>e = 5;</code> | 1 | 2 | 3 | 4 | <u>5</u> | 10 |
| 11 | <code>a = a + 1;</code> | <u>2</u> | 2 | 3 | 4 | 5 | 11 |
| 12 | <code>b = a * 2;</code> | 2 | <u>4</u> | 3 | 4 | 5 | 12 |
| 13 | <code>c = e * e;</code> | 2 | 4 | <u>25</u> | 4 | 5 | 13 |
| 14 | <code>d = a + b + c;</code> | 2 | 4 | 25 | <u>31</u> | 5 | 14 |
| 15 | <code>e = a;</code> | 2 | 4 | 25 | 31 | <u>2</u> | 15 |
| 16 | <code>a = e;</code> | <u>2</u> | 4 | 25 | 31 | 2 | 16 |
| 17 | <code>b = d;</code> | 2 | <u>31</u> | 25 | 31 | 2 | 17 |
| 18 | <code>c = c;</code> | 2 | 31 | <u>25</u> | 31 | 2 | 18 |
| 19 | <code>d = b;</code> | 2 | 31 | 25 | <u>31</u> | 2 | 19 |
| 20 | <code>e = a;</code> | 2 | 31 | 25 | 31 | <u>2</u> | 20 |
| 21 | | 2 | 31 | 25 | 31 | 2 | 21 |
| 22 | <code>if (a > b){</code> | 2 | 31 | 25 | 31 | 2 | 22 |
| 23 | <code>if (c >= a){</code> | 2 | 31 | 25 | 31 | 2 | 23 |
| 24 | <code>c = b * 6;</code> | 2 | 31 | 25 | 31 | 2 | 24 |
| 25 | <code>}else{</code> | 2 | 31 | 25 | 31 | 2 | 25 |
| 26 | <code>c = c * 4;</code> | 2 | 31 | 25 | 31 | 2 | 26 |
| 27 | <code>}</code> | 2 | 31 | 25 | 31 | 2 | 27 |
| 28 | <code>}else{</code> | 2 | 31 | 25 | 31 | 2 | 28 |
| 29 | <code>if (c >= a){</code> | 2 | 31 | 25 | 31 | 2 | 29 |
| 30 | <code>c = c * 4;</code> | 2 | 31 | <u>100</u> | 31 | 2 | 30 |
| 31 | <code>}else{</code> | 2 | 31 | 100 | 31 | 2 | 31 |
| 32 | <code>c = b * 6;</code> | 2 | 31 | 100 | 31 | 2 | 32 |
| 33 | <code>}</code> | 2 | 31 | 100 | 31 | 2 | 33 |
| 34 | <code>}</code> | 2 | 31 | 100 | 31 | 2 | 34 |
| 35 | | 2 | 31 | 100 | 31 | 2 | 35 |
| 36 | <code>a++;</code> | <u>3</u> | 31 | 100 | 31 | 2 | 36 |
| 37 | <code>b++;</code> | 3 | <u>32</u> | 100 | 31 | 2 | 37 |
| 38 | <code>c = c + 1;</code> | 3 | 32 | <u>101</u> | 31 | 2 | 38 |
| 39 | <code>a = a + c;</code> | <u>104</u> | 32 | 101 | 31 | 2 | 39 |
| 40 | <code>d = (3+1)*(2+4);</code> | 104 | 32 | 101 | <u>24</u> | 2 | 40 |
| 41 | <code>e = a+b+c+d+e;</code> | 104 | 32 | 101 | 24 | <u>263</u> | 41 |
| 42 | | 104 | 32 | 101 | 24 | 263 | 42 |
| 43 | <code>return 0;</code> | 104 | 32 | 101 | 24 | 263 | 43 |
| 44 | <code>}</code> | 104 | 32 | 101 | 24 | 263 | 44 |