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TEST CASE 1
#include<stdio.h>
int main()
{
       float a=9;
       char aa1='m';
       floatb=7;
       int i=4;
       while(a)
       {
              a--;
       }
       if(i%2==0)
       {
              continue;
       }
       else
       {
              rreturn(0);
       return 0;
}
TEST CASE 2
#include<stdio.h>
int main()
{
       char 8a;
       float b10=5;
       char** var="NITK"
       if(a<0)
       {
              while(b10)
              b10--;
              8a='c'+ int(b10);
       }
       else
```

{

float a_=10;

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a_=a_/10;
      }
       return 0;
}
TEST CASE 3
#include<stdio.h>
#include<string.h>
int main()
{
       float v1AA =strlen("Surathkal");
       char** name="NITK";
       FLOAT a3;
      float Aav=strlen(name);
      v1AA = v1AA + Aav;
      v1AA= sterlen(name);
       return 0;
}
TEST CASE 4
#include<stdio.h>
int main()
{
       float a = -3.14;
      while(a<0)
       Float c=4;
       while(c>0)
      {
              c=c-1.0;
       a=a+0.5;
       int ao1=9.0;
       float a&a, a@;
      while(ao1--)
       {
              ao1=ao1+1;
              break;
```

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} return 0;
```