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course on LiaScript

Kapitel 1

Executable Code

```
1 #include <stdio.h>
2 #include <stdlib.h>
3
4 #define ZIELWERT 18
5
6 int main(void)
7 {
8     int a[] = {1, 2, 5, 7, 9, 10, 12, 13, 16, 17, 18, 21, 25};
9     int *ptr_left = a;
10    int *ptr_right = (int *)(&a + 1) - 1;
11    printf("Value left %3d right %d\n-----\n",
12          *ptr_left, * ptr_right);
13    do{
14        printf("Value left %3d right %d", *ptr_left, * ptr_right);
15        if (*ptr_right + *ptr_left == ZIELWERT){
16            printf(" -> TREFFER");
17        }
18        printf("\n");
19        if (*ptr_right + *ptr_left >= ZIELWERT) ptr_right--;
20        else ptr_left++;
21    }while (ptr_right != ptr_left);
22    return EXIT_SUCCESS;
23 }
```

```
@LIA.eval(["main.c"], gcc -Wall main.c -o a.out, ./a.out)
```

