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course on LiaScript

Kapitel 1

Executable Code

```c
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",
         *ptr_left, * ptr_right);
12   do{
13     printf("Value left %3d right %d", *ptr_left, * ptr_right);
14     if (*ptr_right + *ptr_left == ZIELWERT){
15        printf(" -> TREFFER");
16     }
17     printf("\n");
18     if (*ptr_right + *ptr_left >= ZIELWERT) ptr_right--;
19     else ptr_left++;
20   }while (ptr_right != ptr_left);
21   return EXIT_SUCCESS;
22 }
```

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