

# BT1.CPP

```
1  #include <stdio.h>
2  int main(){
3      printf("\a");
4      printf("Hinh nhu vua co tieng gi keu @@\n");
5      printf("Ban dang o dong thu 2\nBay gio xuong dong 3 roi ne ^^\\n");
6      printf("\\tDong nay cach ra 1 tab thi phai?\\n");
7      printf("\\t\\t\\t\\t\\t\\tCach ra nhieu tab qua \\rVe dau dong thoi\\n");
8      printf("Dau \\ \\nDau '\\nDau '\" \\nDau %%\\n");
9      return 0;
10 }
```

# BT2.CPP

```
1 #include <stdio.h>
2 #include <limits.h> // limits for interger
3 #include <float.h> // limits for float
4 int main(){
5     printf("TYPE          %6s %20s %20s\n", "SIZE", "MIN VALUE", "MAX VALUE");
6     printf("char:          %6ld byte %20d %20d\n", sizeof(char), CHAR_MIN, CHAR_MAX);
7     printf("unsigned char: %6ld byte %20d %20d\n", sizeof(unsigned char), 0, UCHAR_MAX);
8     printf("short:           %6ld byte %20d %20d\n", sizeof(short), SHRT_MIN, SHRT_MAX);
9     printf("int:             %6ld byte %20d %20d\n", sizeof(int), INT_MIN, INT_MAX);
10    printf("long:           %6ld byte %20ld %20ld\n", sizeof(long), LONG_MIN, LONG_MAX);
11    printf("long long:      %6ld byte %20lld %20lld\n", sizeof(long long), LLONG_MIN, LLONG_MAX);
12    printf("float:          %6ld byte %20e %20e\n", sizeof(float), FLT_MIN, FLT_MAX);
13    printf("double:         %6ld byte %20e %20e\n", sizeof(double), DBL_MIN, DBL_MAX);
14    printf("long double:    %6ld byte %20Le %20Le\n", sizeof(long double), LDBL_MIN, LDBL_MAX);
15    return 0;
16 }
```

# BT3.CPP

```
1  #include <stdio.h>
2  int main(){
3      printf("char size = %d byte\n", sizeof(char));
4      printf("short size = %d byte\n", sizeof(short));
5      printf("int size = %d byte\n", sizeof(int));
6      printf("long size = %d byte\n", sizeof(long));
7      printf("float size = %d byte\n", sizeof(float));
8      printf("double size = %d byte\n", sizeof(double));
9      printf("1.55 size = %d byte\n", sizeof(1.55));
10     printf("\"Hello\" size = %d byte\n", sizeof("Hello"));
11     return 0;
12 }
```



# BT4.CPP

```
1  #include <stdio.h>
2  int main(){
3      int a, b; // khai bao 2 bien kieu so nguyen
4      float c; // khai bao 1 bien kieu so thuc
5      // Gan gia tri cho cac bien
6      a = 1;
7      b = 2;
8      c = 3.4;
9      // vua khai bao bien vua gan gia tri
10     int e = 4, f = 6;
11     printf("a = %d; b = %d\n", a, b);
12     printf("c = %f\n", c);
13     printf("e = %d; f = %d\n", e, f);
14     return 0;
15 }
```

# BT5.CPP

```
1  #include <stdio.h>
2  int a = 1, b = 5; // khai bao bien toan cuc, no se duoc dung o bat ky dau ke tu dong nay.
3  int main(){
4      // khai bao 2 bien trong ham main, no se duoc dung trong toan bo ham main ke tu dong nay
5      int c = 4, d = 6;
6      if(c < d){
7          int e = 6, d = 8; // khai bao bien e va d, no duoc dung trong doan nay.
8          c = 7;
9          printf("gia tri cac bien trong khoi:\n");
10         printf("e = %d \t d = %d \t c = %d\n", e, d, c);
11     } // den day bien e, d vua khai bao khong con hoat dong nua.
12     // printf("gia tri bien e = %d\n", e); // lenh nay sai vi bien e khong con ton tai nua
13     printf("gia tri cac bien trong ham main:\n");
14     printf("c = %d \t d = %d\n", c, d);
15     printf("gia tri cac bien toan cuc:\n");
16     printf("a = %d \t b = %d\n", a, b);
17     return 0;
18 }
```

# BT6.CPP

```
1 #include <stdio.h>
2 #define AGE_MAX 150      // hang so
3 #define C 'a'           // hang ky tu
4 #define NICK_NAME "abc" // hang chuoì
5 □ int main(){
6     printf("hang AGE_MAX = %d\n", AGE_MAX);
7     printf("hang C = %c\n", C);
8     printf("hang NICK_NAME = %s\n", NICK_NAME);
9     // AGE_MAX = 10; // lenh nay sai vi hang khong the thay doi duoc gia tri
10    return 0;
11 }
```



# BT7.CPP

```
1  #include <stdio.h>
2  int main(){
3      int a = 5, b = 7;
4      double c = 4.5, d = 6;
5      printf("%d + %f = %f \n", a, c, a + c);
6      printf("%d - %d = %d \n", a, b, a - b);
7      printf("%d * %f = %f \n", b, d, b * d);
8      /* Luu y phap chia nhe*/
9      printf("%d / %d = %d \n", b, a, b / a);
10     printf("%f / %d = %f \n", c, a, c / a);
11     printf("%f / %f = %f \n", c, d, c / d);
12     printf("%d %% %d = %d \n", b, a, b % a);
13     return 0;
14 }
```

# BT8.CPP

```
1  #include <stdio.h>
2  int main(){
3      int a = 5, b = 7;
4      double c;
5      printf("%d / %d = %d \n", b, a, b / a);
6      /* Chuyen gia tri tuc thoi cua b sang kieu so thuc*/
7      printf("%d / %d = %f \n", b, a, (double)b / a);
8      /* Chuyen gia tri tuc thoi cua a sang kieu so thuc*/
9      printf("%d / %d = %f \n", b, a, b / (double)a);
10     /* Neu lam the nay thi van khong dung, vi b/a duoc so nguyen
11      * sau do chung ta moi ep kieu so nguyen do sang so thuc
12      */
13     printf("%d / %d = %f \n", b, a, (double)(b / a));
14     return 0;
15 }
```



# BT9.CPP

```
1  #include <stdio.h>
2  int main(){
3      int i, k;
4      i = 5; k = i++;
5      printf("i = %d, k = %d\n", i, k);
6      i = 5; k = ++i;
7      printf("i = %d, k = %d\n", i, k);
8      i = 5; k = i--;
9      printf("i = %d, k = %d\n", i, k);
10     i = 5; k = --i;
11     printf("i = %d, k = %d\n", i, k);
12     return 0;
13 }
```

# BT10.CPP

```
1  #include <stdio.h>
2  int main(){
3      int x;
4      x = 5;
5      printf("x = 5 => x = %d\n", x);
6      x += 5;
7      printf("x += 5 => x = %d\n", x);
8      x -= 5;
9      printf("x -= 5 => x = %d\n", x);
10     x *= 5;
11     printf("x *= 5 => x = %d\n", x);
12     x /= 5;
13     printf("x /= 5 => x = %d\n", x);
14     return 0;
15 }
```