1. int main()

{

char arr[]= {'s', 'h', 'r', 'e', ’y’, ’a’, 's'};

  printf("%lu", sizeof(arr));

  return 0;

}

1. int main()

{

char arr[]= “shreyas”;

  printf("%lu", sizeof(arr));

  return 0;

}

1. #include<stdio.h>

#include<string.h>

int main()

{

char str[]="Hello";

str[strlen(str)+1]='#';

printf("str= %s\n",str);

return 0;

}

1. #include <stdio.h>

#include <string.h>

int main()

{

char \*s1, \*s2;

s1= "abcdef" ;

s2= "abcdeg" ;

printf(" %d ", strcmp (s1,s2));

printf(", ");

s1="abcdef";

s2="abcdef";

printf(" %d ", strcmp (s1,s2));

printf(", ");

s1="abcdef";

s2="abcdee";

printf(" %d ", strcmp (s1,s2));

printf(", ");

return 0;

}

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1. #include <stdio.h>

#include <string.h>

int main()

{

char a[] = "%d\n";

a[5] = 'i';

printf(a, 85);

return 0;

}

1. #include <stdio.h>

int main()

{

int arr[2][2]={ 1, 2, 3, 4 };

printf("%u\n", arr);

return 0;

}

1. #include <stdio.h>

int main()

{

int arr[8];

int n=0;

while(n<8)

{

arr[n]=++n;

}

for(n=0; n<8; n++)

{

printf("%d, ",arr[n]);

}

return 0;

}

1. #include <stdio.h>

int main()

{

char arr[]={ 'A', 'B', 'c', 'd', 'E', 'f' };

int size=sizeof(arr)/sizeof(arr[0]);

printf("%d\n", size);

return 0;

}

1. #include <stdio.h>

int main()

{

int a[2][2] = { 1, 2, 3, 4 };

int \*p;

p= &a[1][1];

printf("%d\n",\*p);

return 0;

}

1. #include<stdio.h>

int main()

{

int x[10]={0,1,2,3,4,5,6,7,8,9};

int \*ptr1,\*ptr2;

ptr1=&x[0];

ptr2=&x[5];

printf("%p\n",(ptr1+ptr2));

return 0;

}

1. #include<stdio.h>

void test(struct number n)

{

n.x=100;

}

struct number{ int x; };

int main()

{

struct number num;

test(num);

printf("%d\n",num.x);

return 0;

}

1. int main()

{

if(0);

printf("Hello");

printf("Hi");

return 0;

}

1. int main()

{

int x,y;

int \*ptr;

x=100;

ptr=&x;

y=\*ptr;

printf("%d\n",y);

return 0;

}

1. int main()

{

int val=1;

do{

val++;

++val;

}while(val++>25);

printf("%d\n",val);

return 0;

}

1. int main()

{

char \*str="A%%B";

printf("A%%B ");

printf("%s\n",str);

return 0;

}

1. int main()

{

printf("%d,%d,%d\n",sizeof(char\*),

sizeof(int\*),sizeof(float\*));;

return 0;

}

1. #include <stdio.h>

int main()

{

int a = -10, b = 20;

if(a > 0 && b < 0)

a++;

else if(a < 0 && b < 0)

a--;

else if(a < 0 && b > 0)

b--;

else

b--;

printf("%d\n",a + b);

return 0;

}

1. #include <stdio.h>

int main()

{

int a= -1,b = -a;

int x,y;

x = (a> 0) && (b < 0) || (a< 0) && (b > 0);

y = (a<= 0) || (b >= 0) && (a>= 0) || (b <= 0);

printf("%d\n",x == y);

return 0;

}

1. #include <stdio.h>

#include <string.h>

int main()

{

char str[20] = "ABCDEFGHIJK";

int s = strlen(str);

str[3] = '\0';

s = strlen(str);

printf("%d\n",s);

return 0;

}

1. #include<stdio.h>

int main()

{

char chr;

chr = 128;

printf("%d\n", chr);

return 0;

}

1. #include <stdio.h>

int main()

{

float f1 = 0.1;

if (f1 == 0.1)

printf("equal\n");

else

printf("not equal\n");

return 0;

}

1. #include<stdio.h>

int main()

{

int a = 0, i = 0, b;

for (i = 0;i < 5; i++)

{

a++;

if (i == 3)

break;

}

printf("%d",a);

return 0;

}

1. #include<stdio.h>

int main()

{

int k=0;

for(k)

printf("Hello");

return 0;

}

1. #include <stdio.h>

int main()

{

int x = 400, y, z;

if (x >= 500)

y = 400;

z = 300;

printf("%d %d\n", y, z);

return 0;

}

1. #include <stdio.h>

int main()

{

int p = 4, q, r;

q = p = 15;

r = p < 15;

printf("p = %d q = %d r = %d\n", p, q, r);

return 0;

}

1. #include <stdio.h>

int main()

{

int i = 65;

char j = 'A';

if (i == j) {

printf("This place is beautiful\n");

}

else {

printf("This place is not beautiful\n");

}

return 0;

}