Ternary / conditional operator ?:

It is similar to if else / ladder if in working style.

It allows to complete if else / ladder if in a single statement.

When we are working with if else/ladder if it is going to take more than one line of statements. Ternary operator is going to finish the same task in a single statement.

But the difference between if ...else and ternary operator is ternary operator supports only one statement at a time and if supports any number of statements.

It is having 3 expressions. Hence it is called ternary operator.

It is starting with a condition. Hence it is called conditional operator.

Syntax:

condition ? true statement : false statement ;
exp1/op1 exp2/op2 exp3/op3

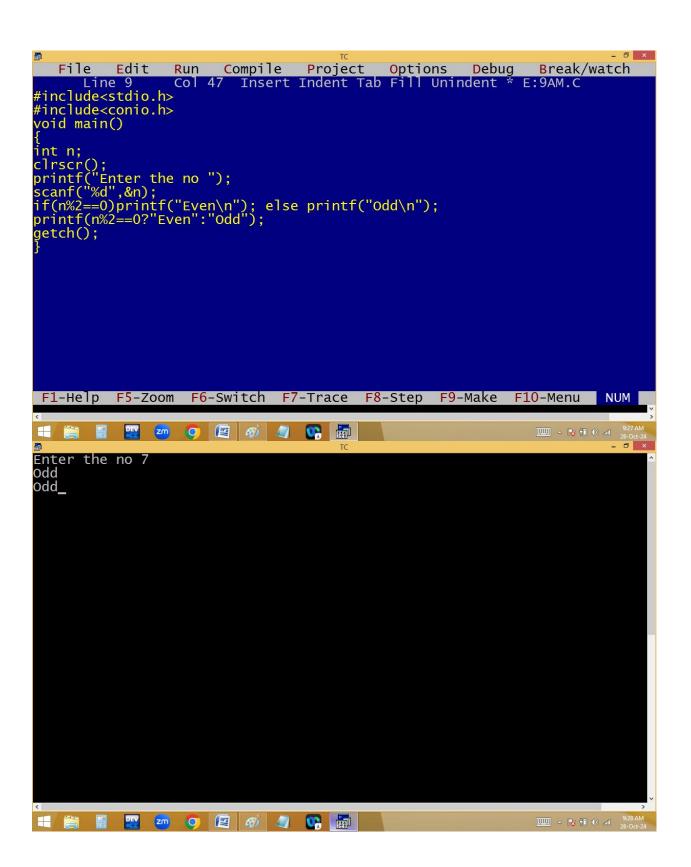
If condition true, statement after ? executed.

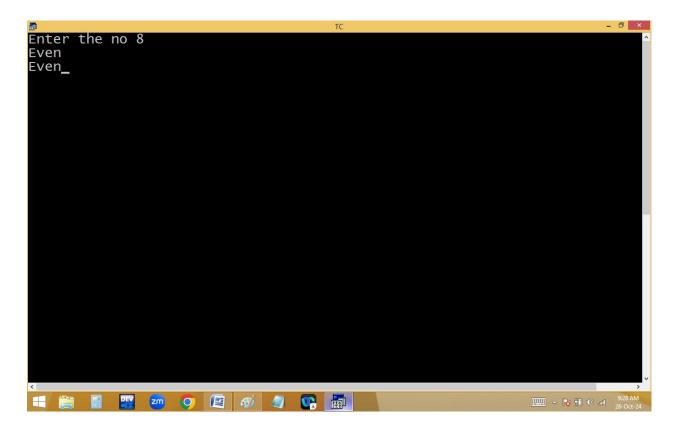
If condition false, statement after: is executed.

When compared with if else, conditional operator performance is high.

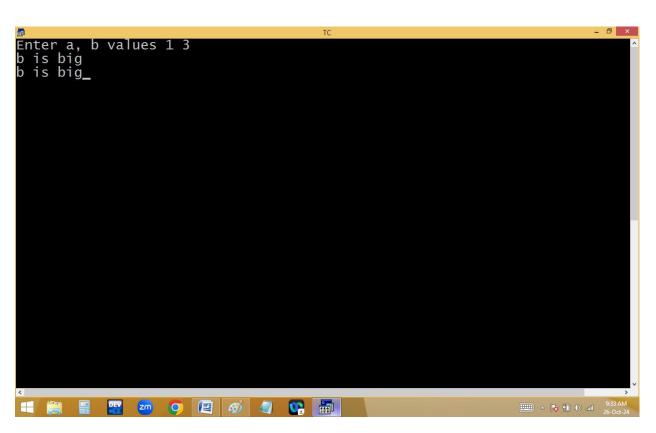
Conditional part ? true part : false part;

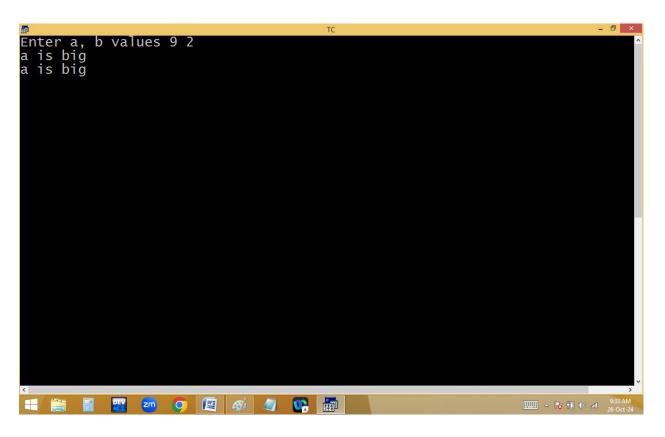
Write a c program to find even/odd without using if..else / write a c program to find even/odd using single statement:

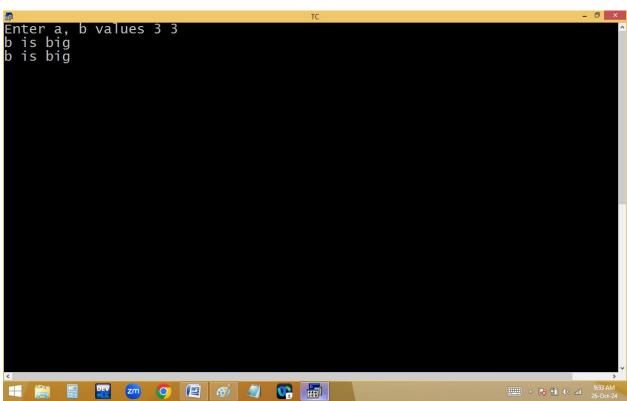




Finding max in 2 no's using ternary operator?



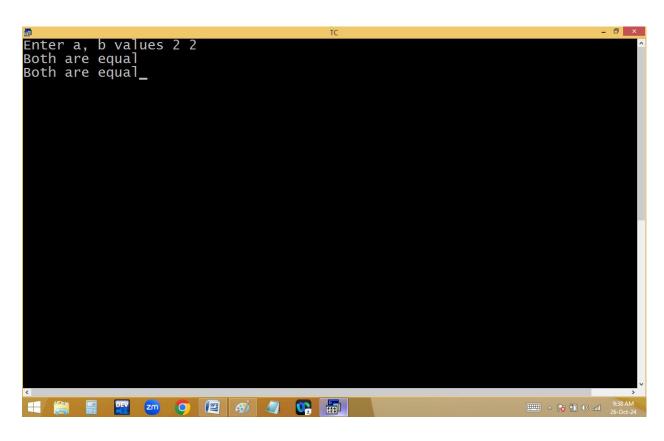


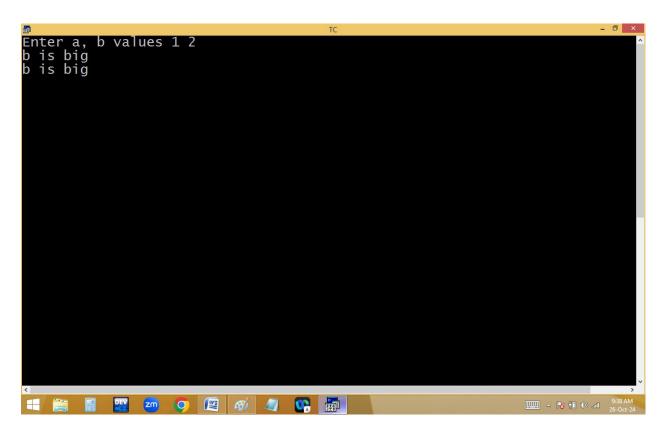


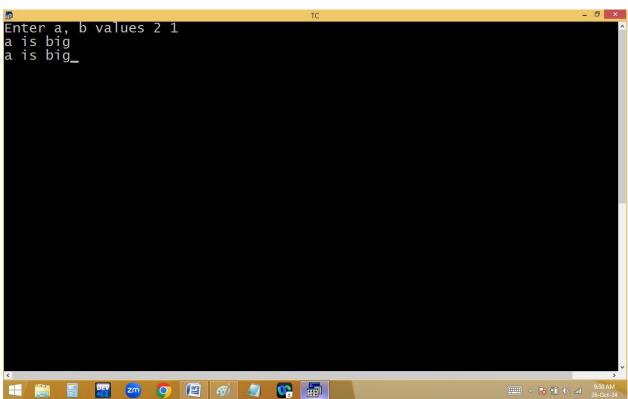
```
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Line 10 Col 25 Insert Indent Tab Fill Unindent * E:9AM.C

#include<stdio.h>
#include<conio.h>
#include<conio.h

#inclu
```



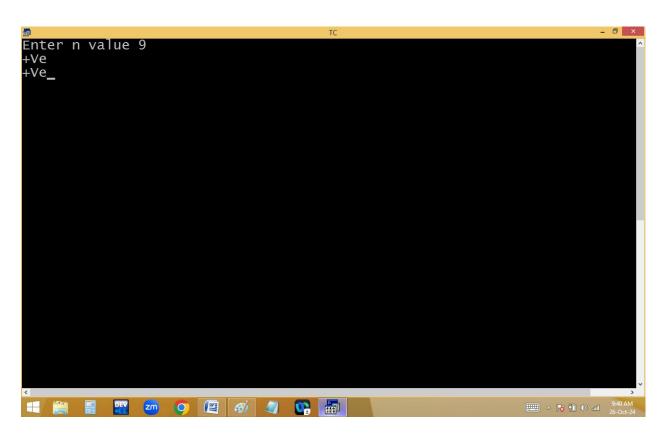


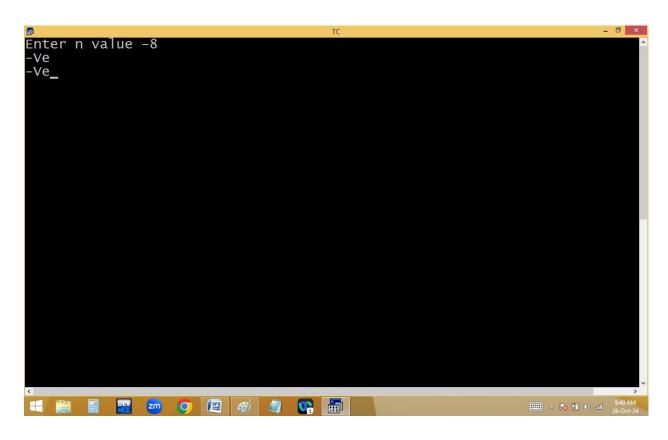


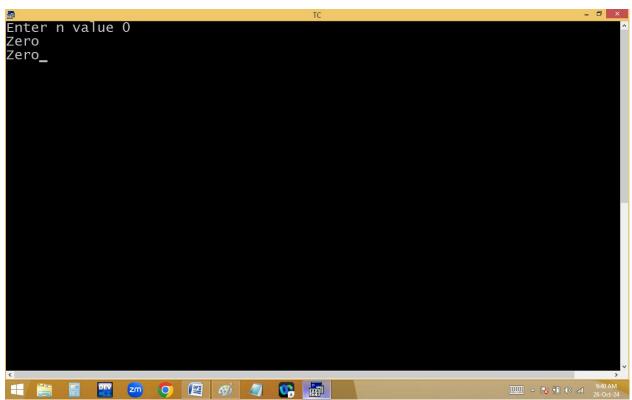
Finding +Ve / -Ve / 0 using ternary operator

```
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Line 10 Col 33 Insert Indent Tab Fill Unindent * E:9AM.C
#include<stdio.h>
#include<conio.h>
#include<conio.h

#includ
```



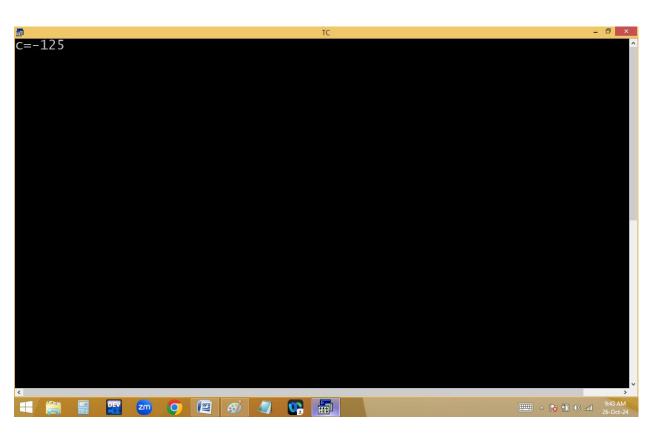




```
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#include<sconio.h>
#include<conio.h>
#include<conio.h

#includ
```

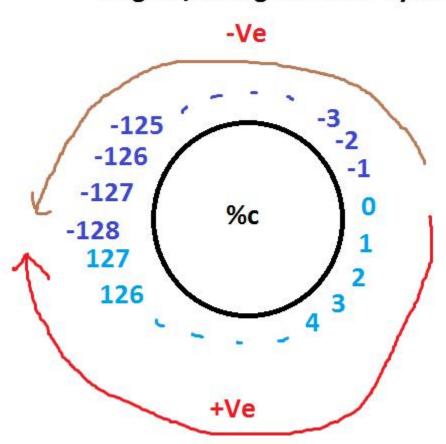


Character cycle:

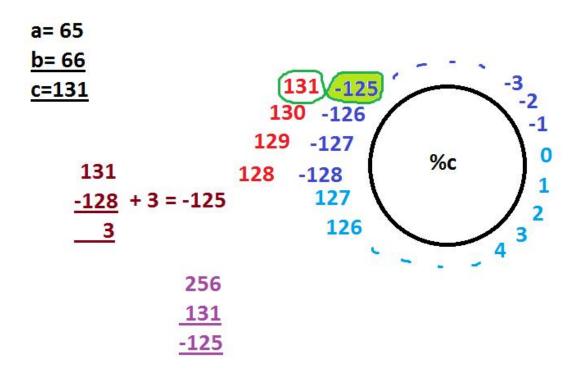
C using ASCII character set, which comes with 256 characters. They are divided into 2 types.

- 1. Signed characters \rightarrow -128 to +127 \rightarrow %c
- 2. Unsigned characters → 0 to 255 → %c

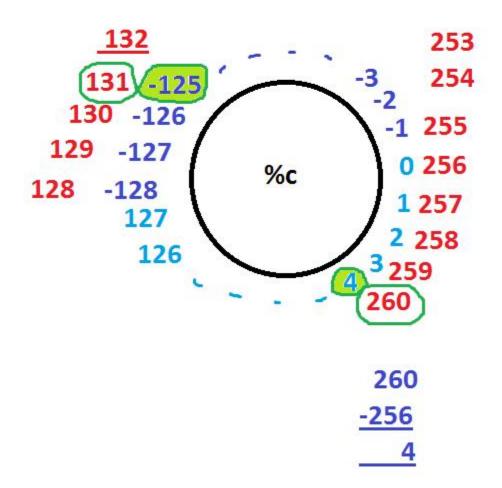
singed / unsigned char cycle



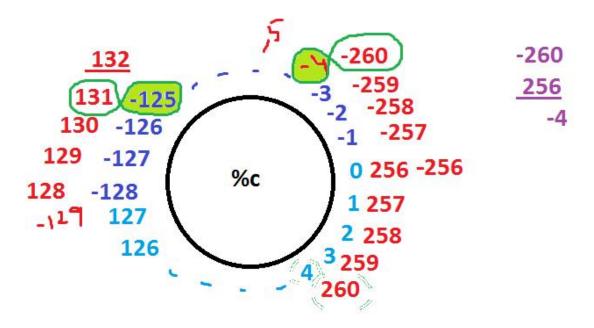
singed / unsigned char

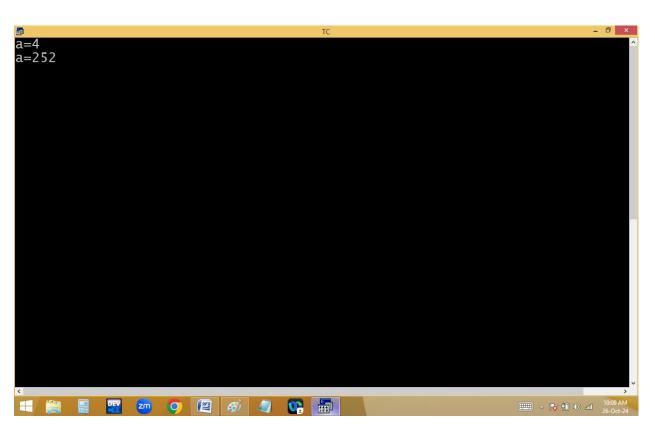


singed / unsigned char

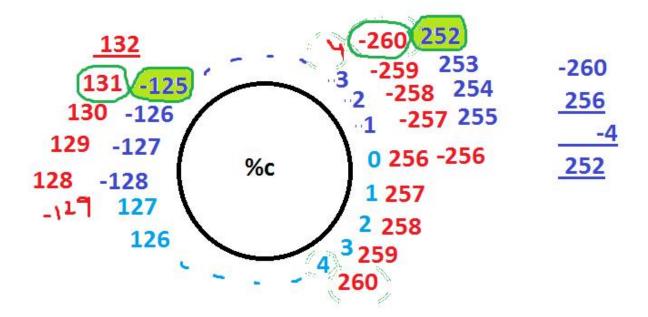


singed / unsigned char





unsigned char

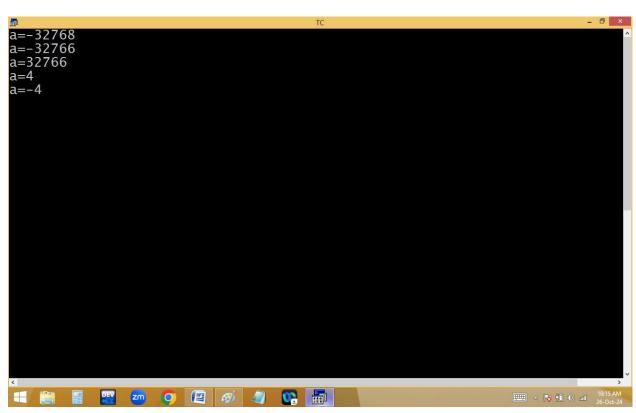


```
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Line 11 Col 15 Insert Indent Tab Fill Unindent * E:9AM.C

#include<stdio.h>
#include<conio.h>
#include<conio.h

#incl
```



<mark>Int cycle</mark>:

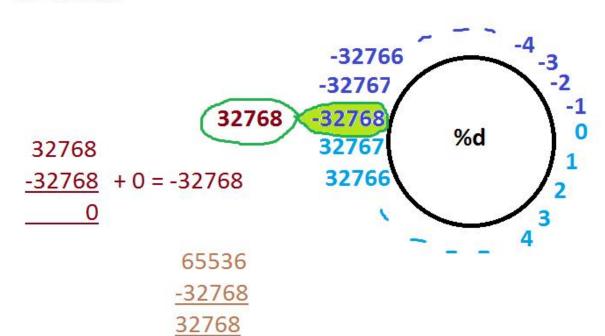
C is working under 16 bit compiler i.e. $2^{16} = 65536$

Again this value divided into 2 types.

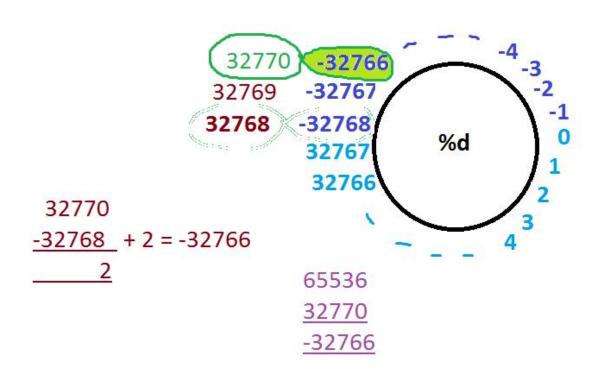
- 1. Signed int → -32768 to +32767
- 2. Unsigned int → 0 to 65535

signed int cycle

a = 32768

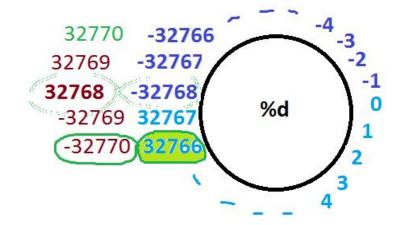


signed int cycle



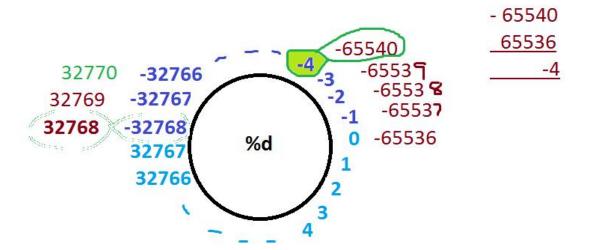
signed int cycle

a = -32770

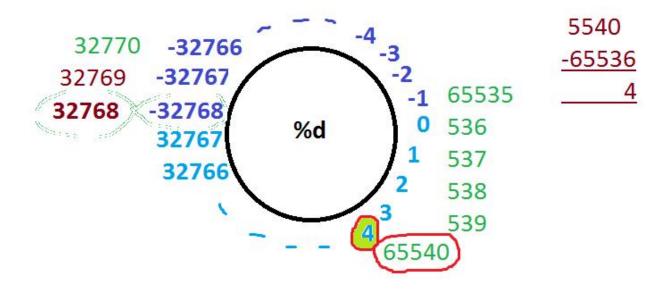


65536 -32770 32766

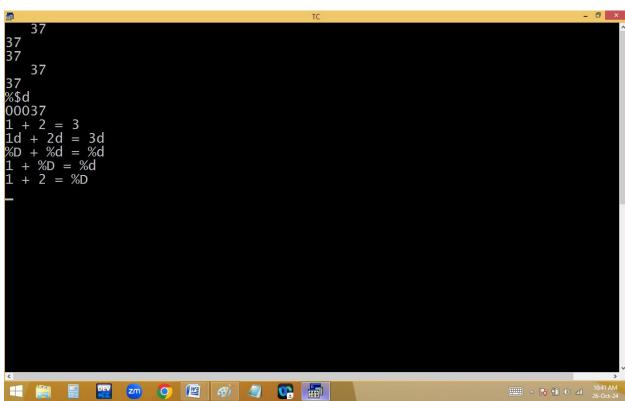
signed int cycle



signed int cycle



```
_ 0 ×
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        File
  Line 18
#include<stdio.h>
 #include<conio.h>
void main()
{
int a=37;
clrscr();
printf("%5d\n",a); /* - - - 37 */
printf("%-5d\n",a); /* 37- - - */
printf("%1d\n",a);
printf("%*d\n",5,a);
printf("%-*d\n",5,a);
printf("%$d\n",5,a);
printf("%.5d\n",a);
printf("%i + %i = %i\n",1,2,3);
printf("%D + %d = %d\n",1,2,3);
getch();
 getch();
   F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM
                                  _ 🗇 🗙
        37
```

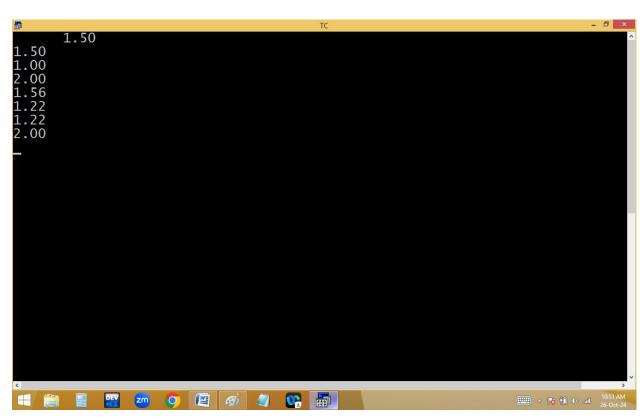


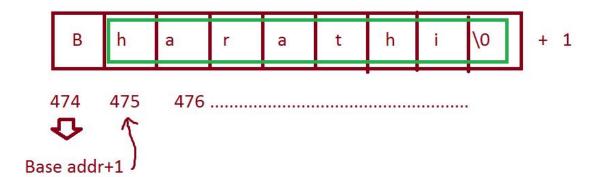
```
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Line 14 Col 23 Insert Indent Tab Fill Unindent * E:9AM.C

#include<stdio.h>
#include<conio.h>
#include<math.h>
void main()
{
clrscr();
printf("%-10.2f\n",1.5);
printf("%-2f\n",1.5);
printf("%.2f\n",floor(1.5));
printf("%.2f\n",ceil(1.5));
printf("%.2f\n",1.2222);
printf("%.2f\n",1.2222);
printf("%.2f\n",1.2245);
printf("%.2f\n",1.2245);
printf("%.2f\n",1.9999);
getch();
}

F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM
```





```
File Edit Run Compile Project Options Debug Break/watch

Line 13 Col 13 Insert Indent Tab Fill Unindent * E:9AM.C

#include<sonio.h>
#include<math.h>
void main()
{
clrscr();
printf("%10s\n", "Kishore");
printf("%10.3s\n", "Kishore");
printf("Bharathi\n"+1);
printf("Bharathi\n"+2);
printf("Bharathi addr %u\n", "Bharathi");
printf("%d\n"+1,999);
printf("%d\n"+1,999);
printf("%d\n"+1);
getch();
}

F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM SC
```

