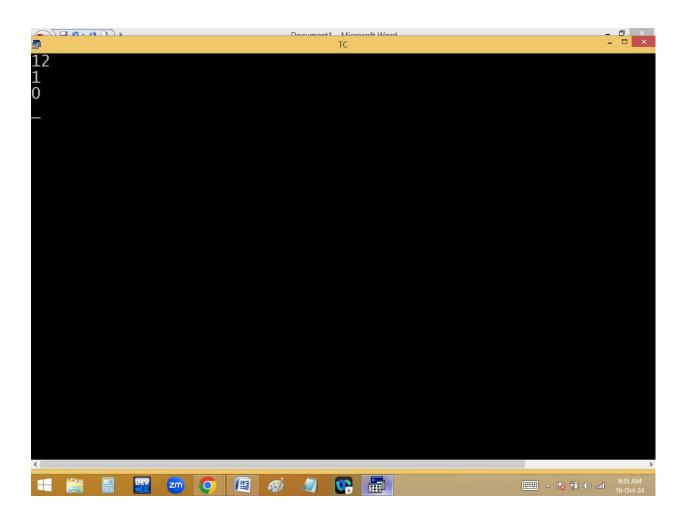
Note: Any no/10 removes the last digit.

```
File Edit Run Compile Project Options Debug Bre
Line 9 Col 1 Insert Indent Tab Fill Unindent * E:9AM
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
printf("%d\n",123/10);
printf("%d\n",12/10);
printf("%d\n",1/10);
getch();
}

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



Write a c program to print a 3 digit no in reverse order without using loop.

Eg: 123 reverse is 321

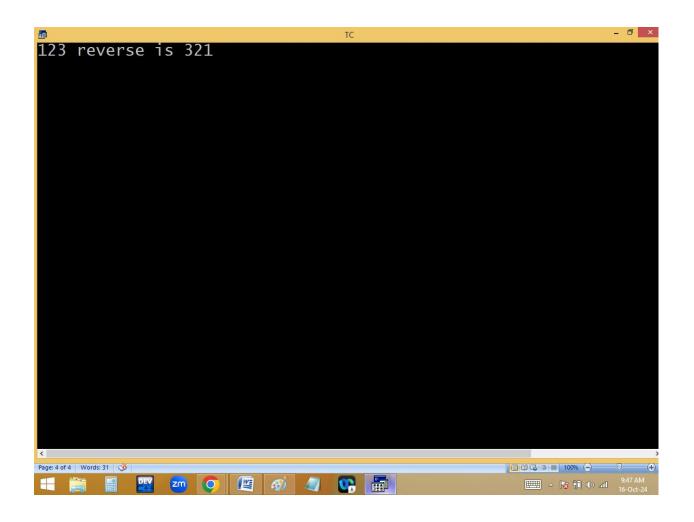
```
File Edit Run Compile Project Options Debug Bre
Line 9 Col 26 Insert Indent Tab Fill Unindent * E:9AN
#include<stdio.h>
#include<conio.h>
void main()
{
int n=123;
clrscr();
printf("%d reverse is %d",n,n%10); /* 123 reverse is 3 */
n=n/10; /* last digit 3 deleted i.e. n value 12 */
printf("%d%d",n%10,n/10);_
getch();
}

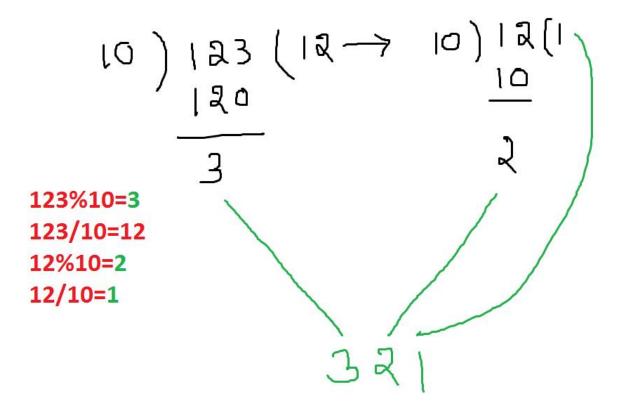
F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Me

***P1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Me

****P1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Me

*****P1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Me
```





$$-5/2 = -2$$

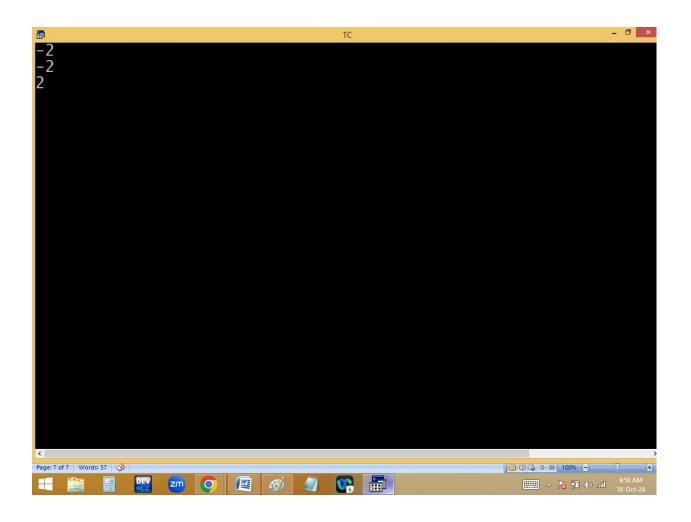
Note: In division any one operand is negative then result also negative. If both are negative then result is positive.

```
File Edit Run Compile Project Options Debug Bre
Line 6 Col 36 Insert Indent Tab Fill Unindent * E:9AN
#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
printf("%d\n%d\n%d\n,5/-2,-5/2,-5/-2);
getch();
}

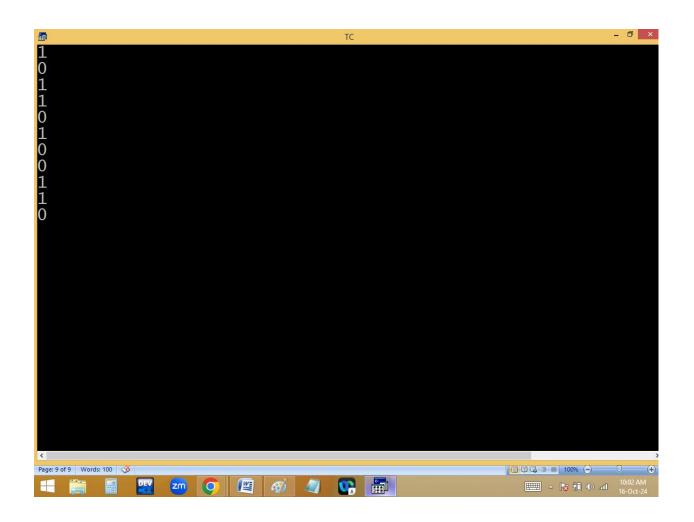
Fil-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Mc

**Rapecot7* Words 57**

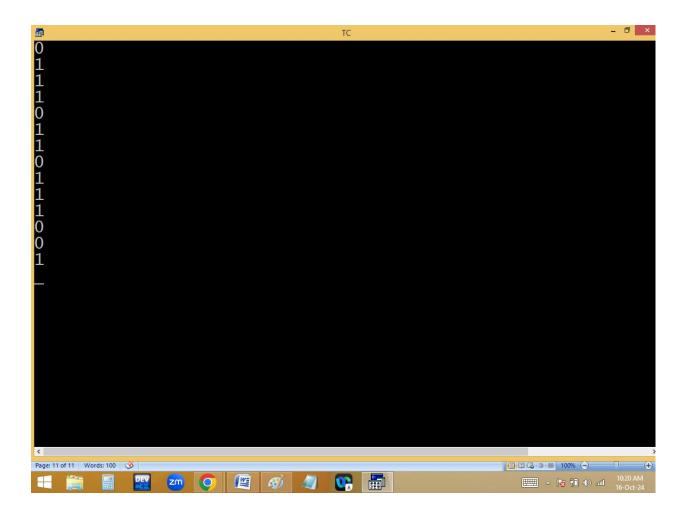
**Page 5047* Words 57**
```



They are used to compare two values or expressions. If the relation is true always it return 1. If the relation is false then it return 0.



```
_ 🗇 🗙
   File Edit Run Compile Project Options Debug Bre
                                    Col 1
             Line 20
                                                     Insert Indent Tab Fill Unindent * E:9AM
 #include<stdio.h>
 #include<conio.h>
 void main()
{
clrscr();
printf("%d\n",5>5);
printf("%d\n",5<=5);
printf("%d\n",5!=5.5);
printf("%d\n",5!=5.5);
printf("%d\n",5+3/2==4);
printf("%d\n",(5+3)/2==4);
printf("%d\n",5-3+2==4);
printf("%d\n",5-(3+2)==4);
printf("%d\n",5*3/2==7);
printf("%d\n",5*3/2==1);
printf("%d\n",5*3/2==1);
printf("%d\n",2+3*4+5==19);
printf("%d\n",2+3*4+5==25);
printf("%d\n",2+3*4+5==45);
printf("%d\n",(2+3)*(4+5)==45);
getch();</pre>
 getch();
  F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make
                                                                                                                           F10-Me
                   1☐ 379 × 469px
                                     †□ 1894 × 763px
                      □□□ ^ 10:19 AM
```



Operator precedence / Operator priority

(ASSOCIATION OF OPERATORS)

- 1. ()
- 2. +, -, ! (sign operators, unary operators)
- 3. ++, -- (pre increment & decrement)
- 4. *,/,%

```
5. +, - (Binary)
```

Logical operators:

```
1.&& - logical and
```

Note: In C other than 0 anything is 1 i.e. true. 0 means false.

Truth tables:

Operator	Expression1	Expression2	Result
&&	1	1	1
	1	0	0
	0	1	0
	0	0	0
	1	1	1
	1	0	1
	0	1	1
	0	0	0

&& , || used to combine two or more expressions into a single expression.

! operator used for negation. i.e.

! true means false.

! false means true.

```
File Edit Run Compile Project Options Debug Bre
Line 17 Col 57 Insert Indent Tab Fill Unindent * E:9AN
#include<stdio.h>
#include<conio.h>
#include<conio.h

#include<conio.h
```

