```c
#include <stdio.h>
int main()
{
 int a = 10, b = 100;
 float c = 10.5, d = 100.5;
 printf("++a = %d \n", ++a);
 printf("--b = %d \n", --b);
 printf("++c = %f \n", ++c);
 printf("--d = %f \n", --d);
 return 0;
}
```

input

```
++a = 11
--b = 99
++c = 11.500000
--d = 99.500000


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include <stdio.h>
int main()
{
 int a = 5, b = 5, c = 10;
 printf("%d == %d is %d \n", a, b, a == b);
 printf("%d == %d is %d \n", a, c, a == c);
 printf("%d > %d is %d \n", a, b, a > b);
 printf("%d > %d is %d \n", a, c, a > c);
 printf("%d < %d is %d \n", a, b, a < b);
 printf("%d < %d is %d \n", a, c, a < c);
 printf("%d != %d is %d \n", a, b, a != b);
 printf("%d != %d is %d \n", a, c, a != c);
 printf("%d >= %d is %d \n", a, b, a >= b);
 printf("%d >= %d is %d \n", a, c, a >= c);
 printf("%d <= %d is %d \n", a, b, a <= b);
 printf("%d <= %d is %d \n", a, c, a <= c);
 return 0;
}
```

input

```
5 == 5 is 1
5 == 10 is 0
5 > 5 is 0
5 > 10 is 0
5 < 5 is 0
5 < 10 is 1
5 != 5 is 0
5 != 10 is 1
5 >= 5 is 1
5 >= 10 is 0
5 <= 5 is 1
5 <= 10 is 1
```

```c
#include <stdio.h>
int main()
{
 int a = 5, b = 5, c = 10, result;
 result = (a == b) && (c > b);
 printf("(a == b) && (c > b) is %d \n", result);
 result = (a == b) && (c < b);
 printf("(a == b) && (c < b) is %d \n", result);
 result = (a == b) || (c < b);
 printf("(a == b) || (c < b) is %d \n", result);
 result = (a != b) || (c < b);
 printf("(a != b) || (c < b) is %d \n", result);
 result = !(a != b);
 printf("!(a != b) is %d \n", result);
 result = !(a == b);
 printf("!(a == b) is %d \n", result);
 return 0;
}
```

input

```
(a == b) && (c > b) is 1
(a == b) && (c < b) is 0
(a == b) || (c < b) is 1
(a != b) || (c < b) is 0
!(a != b) is 1
!(a == b) is 0


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include<stdio.h>
int main() {
    int intType;
    float floatType;
    double doubleType;
    char charType;


    printf("Size of int: %zu bytes\n", sizeof(intType));
    printf("Size of float: %zu bytes\n", sizeof(floatType));
    printf("Size of double: %zu bytes\n", sizeof(doubleType));
    printf("Size of char: %zu byte\n", sizeof(charType));

    return 0;
}
```

input

```
Size of int: 4 bytes
Size of float: 4 bytes
Size of double: 8 bytes
Size of char: 1 byte


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include <stdio.h>
int main()
{
    unsigned char num=22;

    printf("num>>1 = %d\n", num>> 1);
    return 0;
}
```

input

```
num>>1 = 11


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include<stdio.h>
int main()
{
   unsigned char num=22;
   printf("num<<1 = %d\n", num<<1);

    return 0;
}
```

input

```
num<<1 = 44


...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include <stdio.h>
 int main()
{
    int n1 = 65, n2 = 120, largest;
    largest = (n1 > n2) ? n1 : n2;
    printf("Largest number between %d and %d is %d" ,n1, n2, largest);

  return 0;
}
```

input

```
Largest number between 65 and 120 is 120

...Program finished with exit code 0
Press ENTER to exit console.
```

```c
#include <stdio.h>
int main()
{

    int n1 = 42, n2 = 60, n3 = 15, max;
    max = (n1 > n2) ? (n1 > n3 ? n1 : n3) : (n2 > n3 ? n2 : n3);

    printf("Largest number among %d, %d and %d is %d",n1, n2, n3, max);
    return 0;
}
```

input

```
Largest number among 42, 60 and 15 is 60

...Program finished with exit code 0
Press ENTER to exit console.
```