```
Compile
                             Project
                                     Options
                                              Debug
                                                     Break/watch
               Col 15 Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
int a=100;
clrscr();
printf("a=%d\n",a++/2);
printf("a=%d\n",++a/2);
printf("a=%d",a);
getch();
/* a=50
  a = 51
  a=102*/
2:24 F
```

- 1. 100/2=50
- 2. p(50) ==> 50 printed not stored i.e. a = 100
- 3. a++ ==> 101

- 1. ++a ==> 102
- 2. 102/2=51
- 3. p(51) ==> 51 printed not stored i.e. a=102

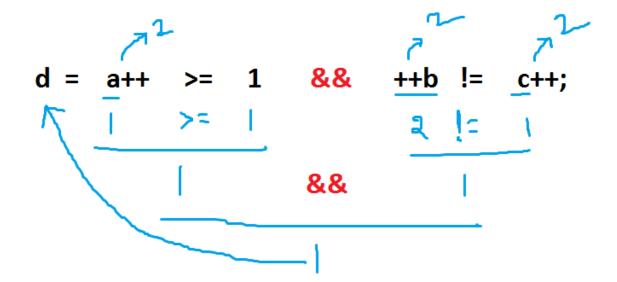
```
File Edit Run Compile Project Options Debug Break/watch

Line 12 Col 22 Insert Indent Tab Fill Unindent * E:2PM.C

#include<stdio.h>
#include<conio.h>
void main()
{
    int a,b,c,d;
    clrscr();
    a=b=c=1;
    d = a++ >= 1 && ++b != c++;
    printf("a=%d, b=%d, c=%d, d=%d",a,b,c,d);
    getch();
}
/* a=2, b=2, c=2, d=1 */

Activate Windows
Go to PC settings to activate Windows.
```

a=1 b=1 c=1



```
File Edit Run Compile Project Options Debug Break/watch
     Line 12
             Col 12 Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
int a,b,c,d;
clrscr();
a=b=c=1;
d = a++ >= b++ && ++b != c++;
printf("a=%d, b=%d, c=%d, d=xd",a,b,c,d);
getch();
/* a=2, b=3, c=2, d=1 */
2:30 P
           b=1 c=1
   a=1
                  >= b++ &&
```

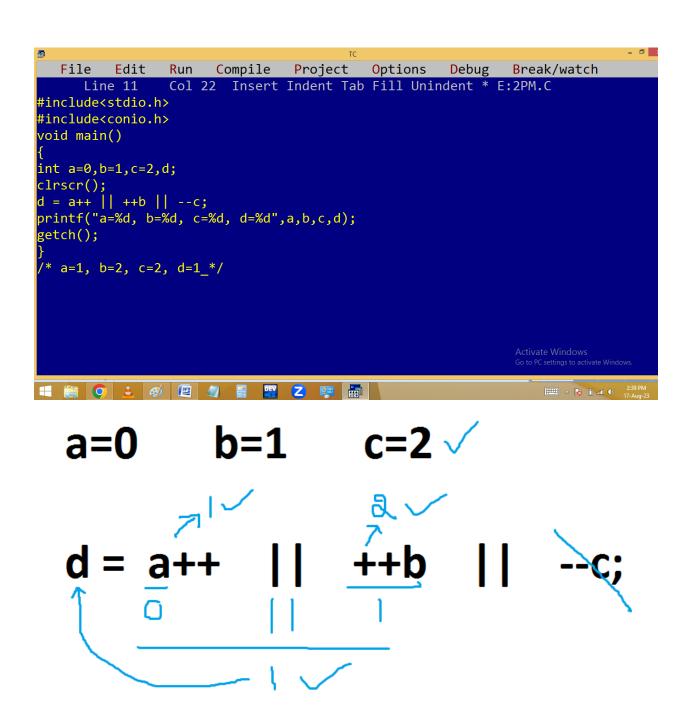
&&

```
File Edit
              Run Compile Project Options Debug Break/watch
              Col 17 Insert Indent Tab Fill Unindent * E:2PM.C
     Line 12
#include<stdio.h>
#include<conio.h>
void main()
int a,b,c,d;
clrscr();
a=b=c=1;
d = a++´>= b++ || ++b != c++;
printf("a=%d, b=%d, c=%d, d=%d",a,b,c,d);
getch();
/* a=2, b=2, c=1, d=1 */
2:31 Pi
              c=1 v
  a=1
        b=1
```

Note: In || operation when left exp true, right exp not considered.

```
File Edit
              Run Compile Project Options Debug Break/watch
               Col 22 Insert Indent Tab Fill Unindent * E:2PM.C
     Line 12
#include<stdio.h>
#include<conio.h>
void main()
int a,b,c,d;
clrscr();
a=b=c=1;
d = a++ != b++ && ++b != c++;
printf("a=%d, b=%d, c=%d, d=%d",a,b,c,d);
getch();
/* a=2, b=2, c=1, d=0 */
2:33 Pl
                c=1 ~
         b=1
   a=1
```

Note: In && operation when left exp false, right exp not considered.



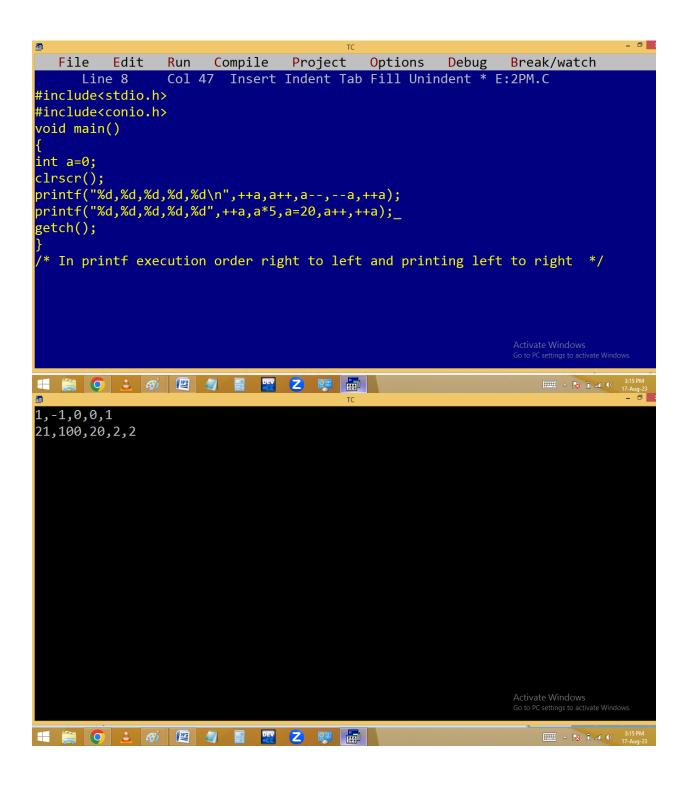
```
File Edit Run Compile Project Options Debug Break/watch
     Line 11
              Col 17 Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
int a=0,b=1,c=2,d;
clrscr();
d = a++ && ++b || --c;
printf("a=%d, b=%d, c=%d, d=%d",a,b,c,d);
getch();
/* a=1, b=1, c=1, d=1 */
  2:44 Ph
                     b=1~
           a=0
```

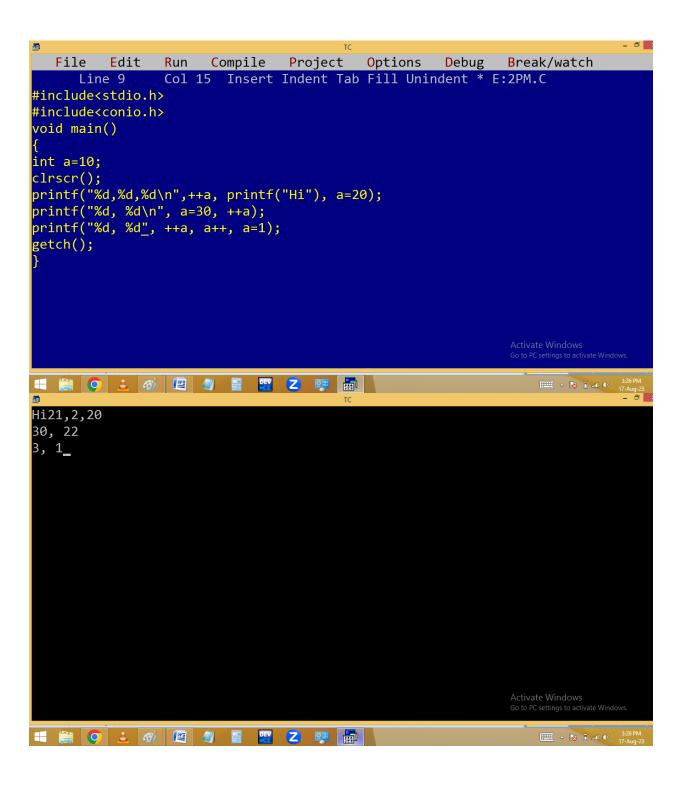
```
File Edit Run Compile Project Options Debug Break/watch
Line 11 Col 22 Insert Indent Tab Fill Unindent * E:2PM.C

#include<stdio.h>
#include<conio.h>
void main()
{
    int a=0,b=1,c=2,d;
    clrscr();
    d = a++ && ++b && --c;
    printf("a=%d, b=%d, c=%d, d=%d",a,b,c,d);
    getch();
}
/* a=1, b=1, c=2, d=0 */

Activate Windows
Go to PC settings to activate Windows.
```

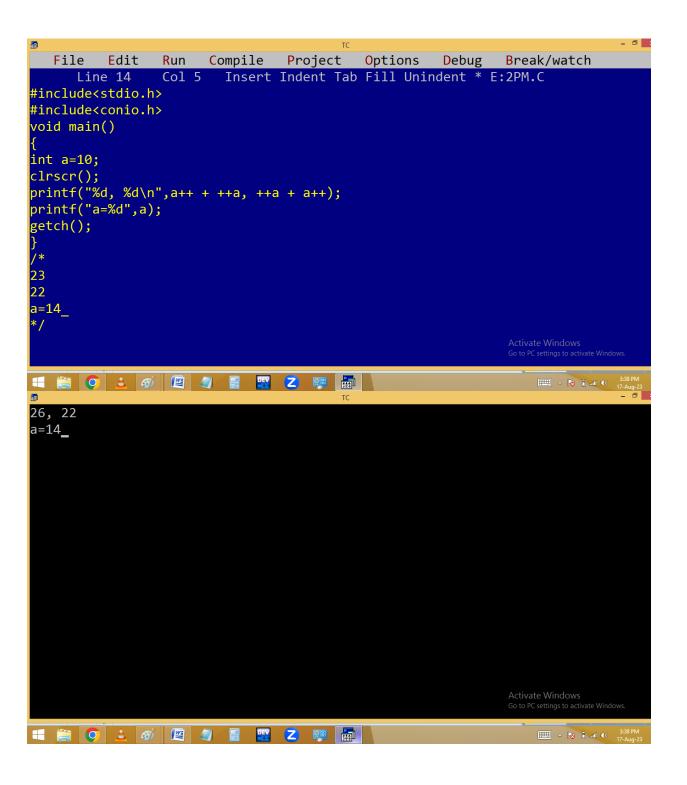
a=0 b=1 c=2 d d =
$$\frac{1}{a}$$
 d = $\frac{1}{a}$ + $\frac{1}{b}$ && ---c;





```
File Edit
              Run Compile Project
                                    Options Debug Break/watch
              Col 9
     Line 8
                     Insert Indent Tab Fill Unindent * E:2PM.C
#include<stdio.h>
#include<conio.h>
void main()
int a=10;
clrscr();
a=a++ + ++a;
printf("%d\n",a);
a=10;
printf("%d",a++ + ++a);
getch();
■ 3:30 (v) 17-∆u
```

$$a = 10$$



```
a=10 + 12 + 14

p("%d, %d", a+++++a, ++a+a++);

12+14

26

12-14
```

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

Line 13 Col 1 Insert Indent Tab Fill Unindent * E:2PM.C

#include<stdio.h>
#include<conio.h>
void main()
{
int a=10,b;
clrscr();
b = a++ +++a;
b = b + !printf("Thank you\n");
b = a + printf("Good bye\n");
printf("a=%d, b=%d\n",a,b);
getch();
}

Activate Windows

**Roger Mari's Words W.Comeda player**

**Roger Mari's W.Comeda player**

**Roger M.Comeda player**

**Roger M.
```