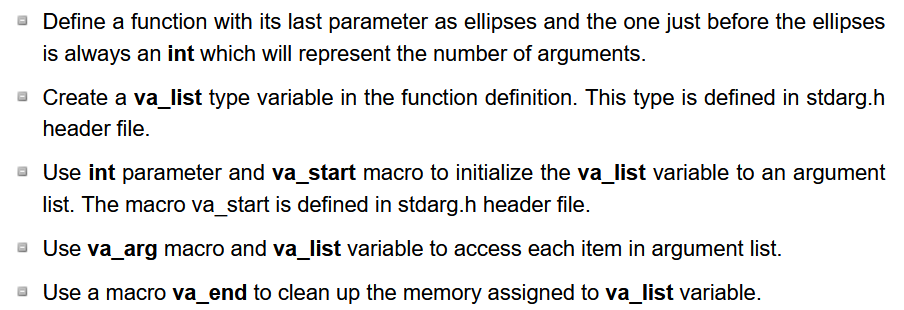
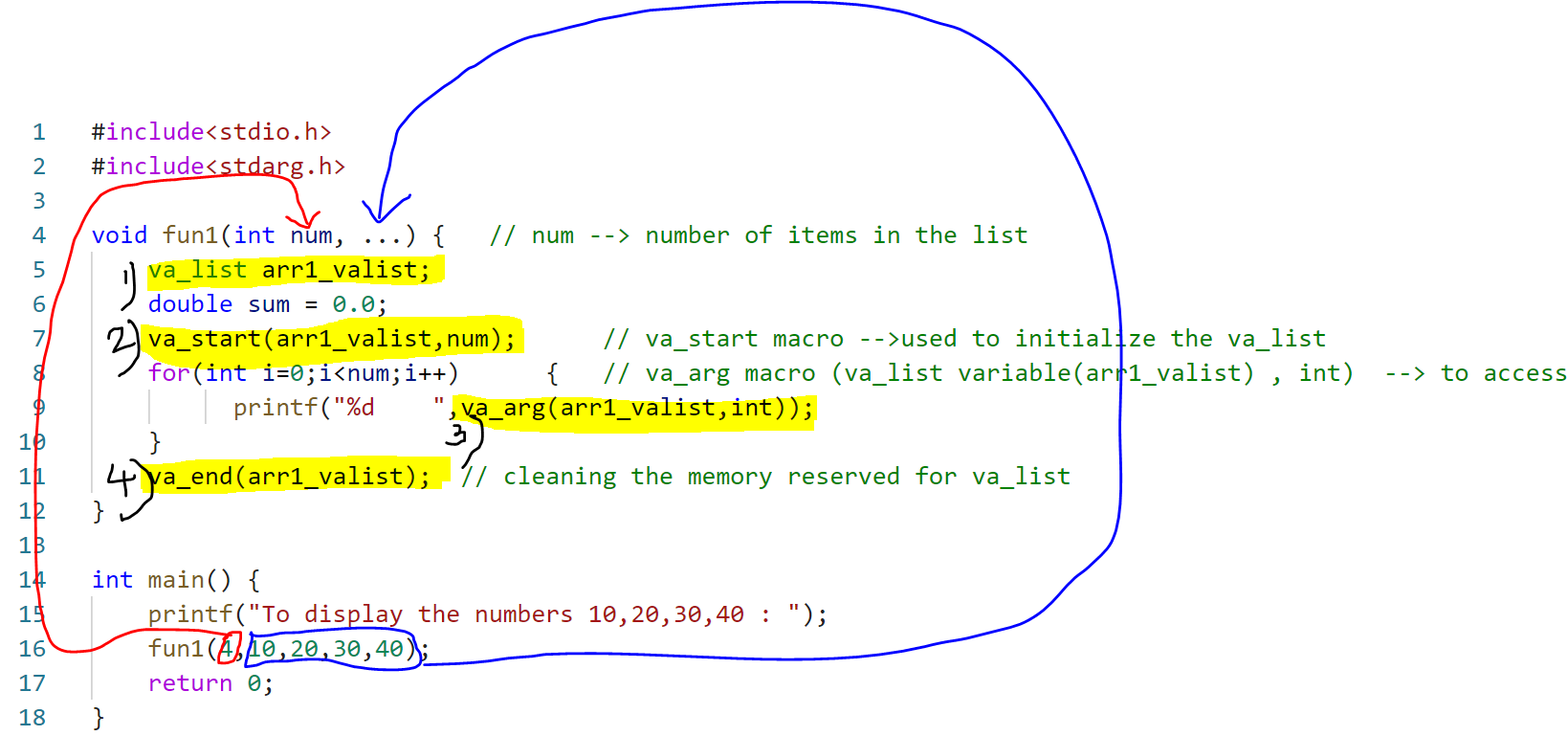
# **Varying Arguments**

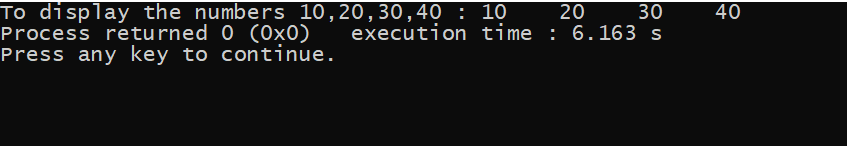


Accessing the va\_list array

## **Refer Varying arguments\_1c**

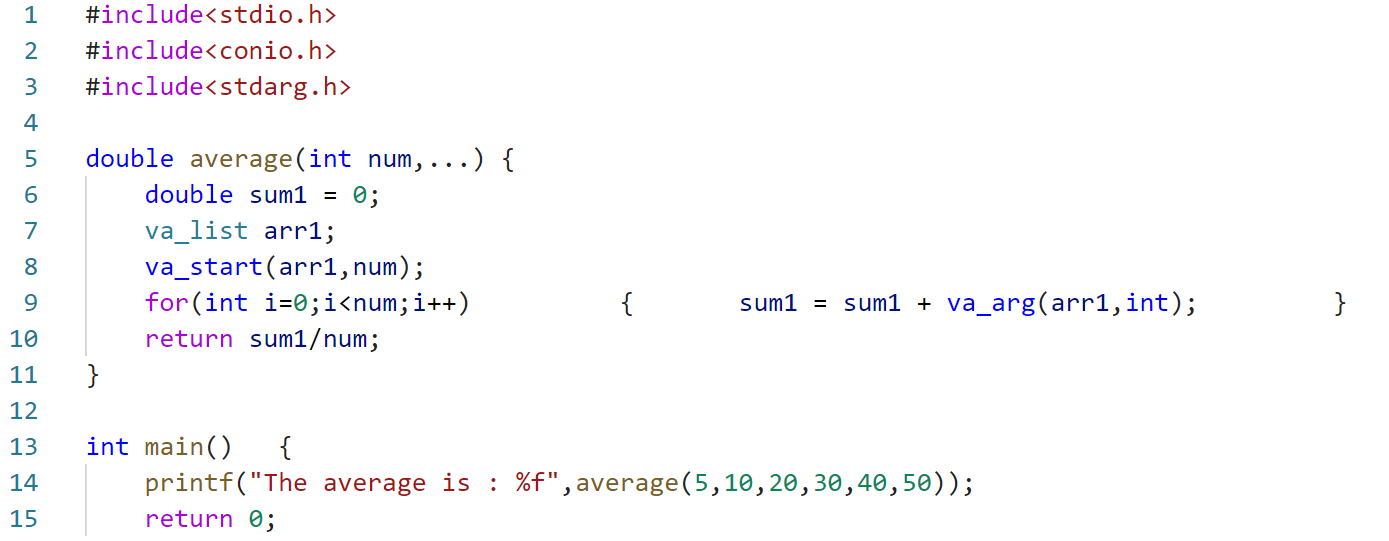


Output

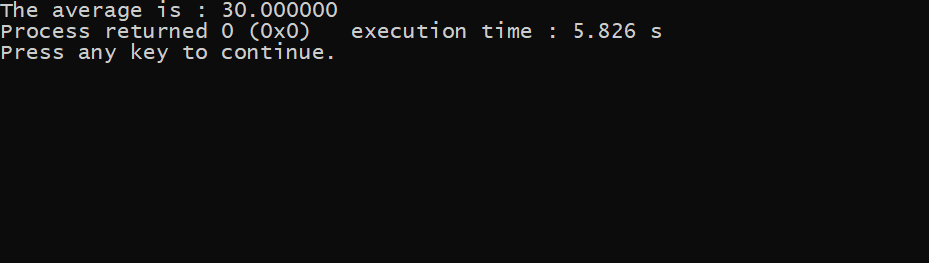


## **Refer Varying arguments\_average.c**

Code:



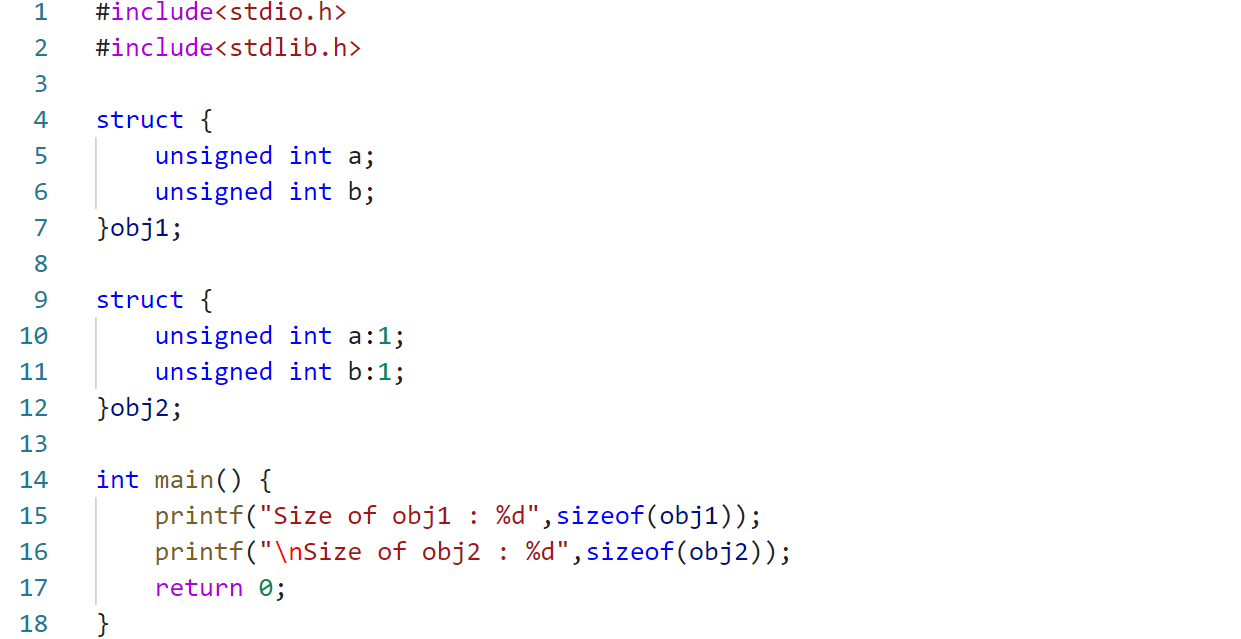
Output:

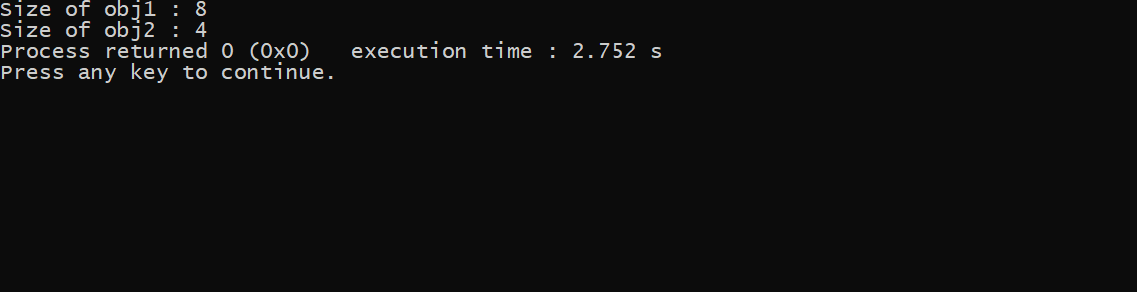


# Bitfields

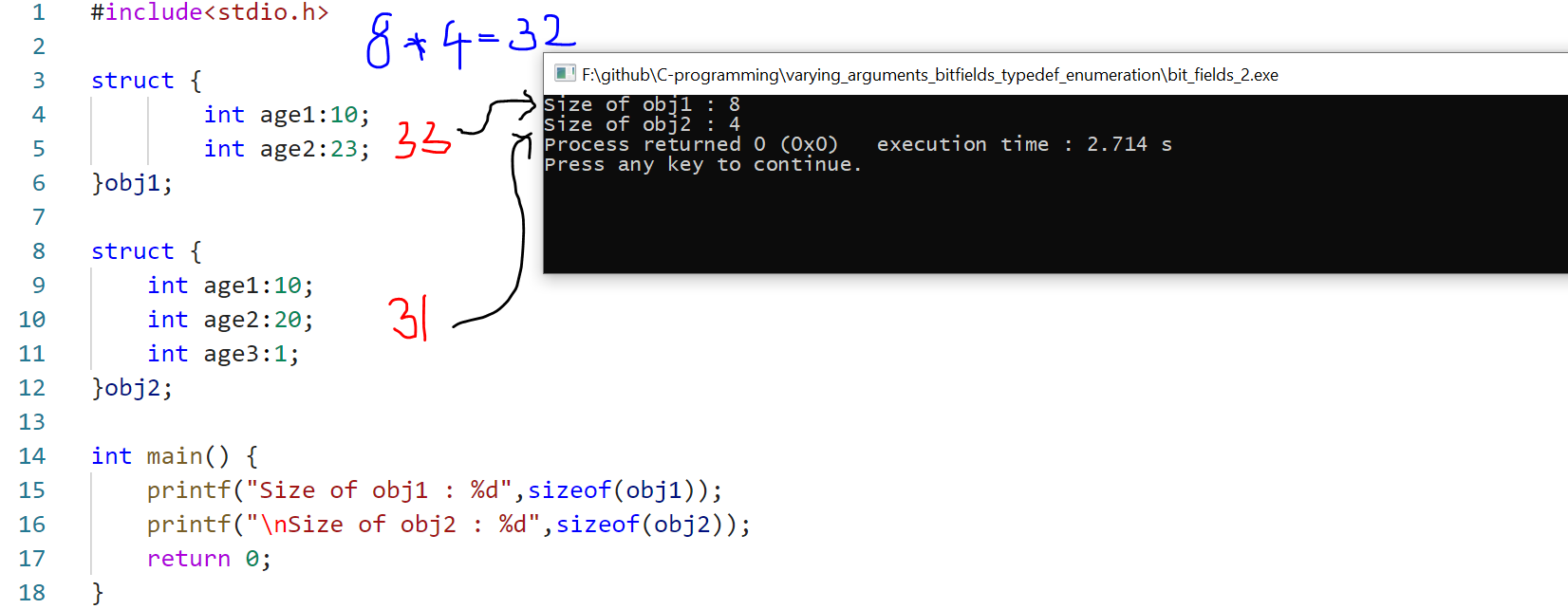
## **Refer bit\_fields\_1.c**

Code



Output  


## **Refer bit\_fields\_2.c**



# enum

# typedef