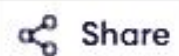


main.c



Share

Run

Output

```
1 // figure out the largest of three numbers
2 #include <stdio.h>
3 int main() {
4     int n1,n2,n3;
5     printf("enter three num");
6     scanf("%d%d%d",&n1,&n2,&n3);
7     if (n1>n2)
8     {
9         if (n1>n3)
10            printf("n1 is greater");
11    }
12    if (n2>n1)
13    {
14        if (n2>n3)
15            printf("\n n2 is greater");
16    }
17    if (n3>n1)
18    {
19        if (n3>n2)
20            printf("n3 is greater");
```

enter three num5 9 11  
n3 is greater

=== Code Execution Successful ===

main.c



Share

Run

Output

```
1 // figure out the largest of two numbers
2 #include <stdio.h>
3 int main() {
4     int n1,n2;
5     printf("enter two num");
6     scanf("%d%d",&n1,&n2);
7     if (n1>n2)
8     {
9         printf("n1 is greater");
10    }
11    else
12    {
13        printf("n2 is greater");
14    }
15    return 0;
16 }
```

enter two num100 10  
n1 is greater

=== Code Execution Successful ===

main.c



Share

Run

Output

```
1 //Use user defined datatype.
2 #include <stdio.h>
3 void main() {
4     typedef int integer;
5     integer n1=12;
6     printf("%d",n1);
7 }
```

12

=== Code Exited With Errors ===

main.c



Share

Run

Output

```
1 // Enum shows the garbage value of number.
2 #include <stdio.h>
3 void main() {
4     int n1;
5     printf("%d",n1);
6 }
```

31427

=== Code Exited With Errors ===

main.c



Share

Run

Output

```
1 // WAP to find the size of number.
2 #include <stdio.h>
3 void main() {
4     int n1=12;
5     printf("%d", sizeof (n1));
6 }
```

4

=== Code Exited With Errors ===

main.c



Share

Run

Output

```
1 //WAP to check whether the nnum is even or odd.
2 #include <stdio.h>
3 int main() {
4     int n1;
5     printf("enter the number");
6     scanf("%d",&n1);
7     if (n1%2==0)
8     {
9         printf("num is even");
10    }
11    else
12    {
13        printf("num is odd");
14    }
15    return 0;
16 }
```

enter the number400  
num is even

=== Code Execution Successful ===