Bit-1:

 #include<stdio.h>

int main() {

void v = 0;

printf("%d", v);

return 0;

}

Bit-2:

#include<stdio.h>

int main() {

int x=4, y, z;

y = --x;

z = x--;

printf("%d, %d, %d\n", x, y, z);

return 0;

}

Bit-3:

#include <stdio.h>

int main(){

int x=3, y=4, z=4;

printf("ans=%d\n",z>=y>=x ?10:20);

return 0;

}

Bit-4:

#include<stdio.h>

int main() {

int i=-3, j=2, k=0, m;

m = ++i && ++j || ++k;

printf("%d, %d, %d, %d\n", i, j, k, m);

return 0;

}

Bit-5:

#include <stdio.h>

int main() {

int i;

for(i=-1;i<=10;i++) {

if(i<5)

continue;

else

break;

printf("Once");

}

return 0;

}

Bit-:6:

#include<stdio.h>

int main() {

int a = 10;

switch(a) {

}

printf("This is c program.");

return 0;

}

Bit-7:

#include<stdio.h>

int main() {

int i = 1;

switch(i) {

printf("This is c program.");

case 1:

printf("Case1");

break;

case 2:

printf("Case2");

break;

}

return 0;

}

Bit-8:

#include<stdio.h>

int main() {

int P = 10;

switch(P) {

case 10:

printf("Case 1");

case 20:

printf("Case 2");

break;

case P:

printf("Case 2");

break;

}

return 0;

}

Bit-9:

#include<stdio.h>

int main() {

int i=1;

while() {

printf("%d\n", i++);

if(i>10){

break;

}

}

return 0;

}

Bit-10:

int main()

{

printf(" \"CSE %% FOR %% LENDI\"");

getchar();

return 0;

}