

1.

```
as1.c x
1 #include <stdio.h>
2
3 v int main(void) {
4
5     int temp, num1, num2;
6
7
8     printf("Please enter a 2-digit number: ");
9     scanf("%d", &temp);
10
11     num1 = temp % 10;
12     temp = temp / 10;
13     num2 = temp % 10;
14
15
16     printf("Reverse: %d%d", num1, num2);
17
18     return 0;
19 }
```

Console Shell

```
> make -s
> ./main
Please enter a 2-digit number: 92
Reverse: 29> 
```

2.

```
as2.c x
1 #include <stdio.h>
2
3 v int main(void) {
4
5     int temp, num1, num2, num3;
6
7
8     printf("Please enter a 3-digit number: ");
9     scanf("%d", &temp);
10
11     num1 = temp % 10;
12     temp = temp / 10;
13     num2 = temp % 10;
14     num3 = temp / 10;
15
16
17     printf("Reverse: %d%d%d", num1, num2, num3);
18
19     return 0;
20 }
```

Console Shell

```
> make -s
> ./main
Please enter a 3-digit number: 123
Reverse: 321> 
```

3.

A). Output= 1

```
1  #include <stdio.h>
2
3  int main(void) {
4
5      int i = 3, j = 4, k = 5;
6      printf("%d", i < j || ++j < k);
7
8
9      return 0;
10 }
```

make -s
./main
1> |

B). Output= 0

```
1  #include <stdio.h>
2
3  int main(void) {
4
5      int i = 7, j = 8, k = 9;
6      printf("%d", i - 7 && j++ < k);
7
8
9      return 0;
10 }
```

make -s
./main
0> |

C). Output= 18 8 9

```
1  #include <stdio.h>
2
3  int main(void) {
4
5      int i = 7, j = 8, k = 9;
6
7      printf("%d", (i = j) || (j == k));
8      printf("%d %d %d", i, j, k);
9
10     return 0;
11 }
```

make -s
./main
18 8 9> |

D). Output= 12 1 1

```
1  #include <stdio.h>
2
3  int main(void) {
4
5      int i = 1, j = 1, k = 1;
6      printf("%d", ++i || ++j && ++k);
7      printf("%d %d %d", i, j, k);
8
9      return 0;
10 }
```

➤ make -s
➤ ./main
12 1 1