```
_ 🗇 ×
#include<stdio.h>
#include<conio.h>
void main()
int a=999; clrscr();
printf("%d, %d\n",a,sizeof(++a));
printf("%d, %d\n",a, sizeof(a=555));
printf("%d, %d\n", sizeof("Kishore"), printf("Kishore"));
printf("%d, %d\n", sizeof("Kishore\0"), printf("Kishore\0"));
printf("Kishore addr %u\n","Kishore");
printf("%d, %d\n", sizeof("Kishore"+1), sizeof("Kishore")+1);
printf("%d, %d\n", sizeof("1.23"), sizeof(sizeof("Kishore")));
printf("%d, %d\n", sizeof(""), sizeof(" "));
getch();
/* sizeof() always returns the size only not the operation result
   i.e. sizeof() never consider the expressions*/
____ ^ \ • • • •
999, 2
999, 2
Kishore8, 7
Kishore9, 7
Kishore addr 470
2, 9
5, 2
1, 2
△ 🔯 🗓 (b) and 02:43 P
```

```
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Error: Expression syntax in function main

#include<stdio.h>
#include<conio.h>
void main()
{
clrscr();
printf("%d\n", sizeof());
getch();
}
```

Ternary / conditional operator [?:]

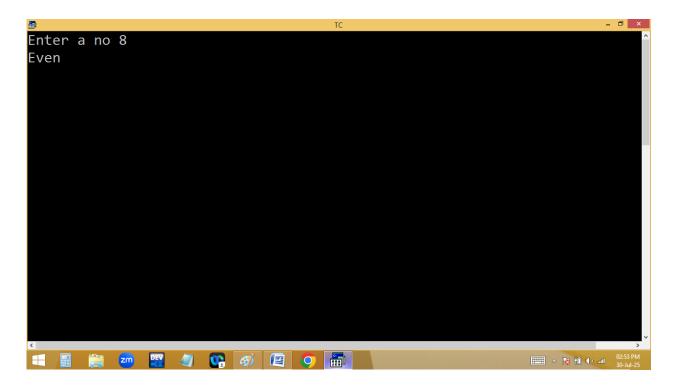
It require three operands. It is going to start with condition. Hence it is also called conditional operator.

Syntax:

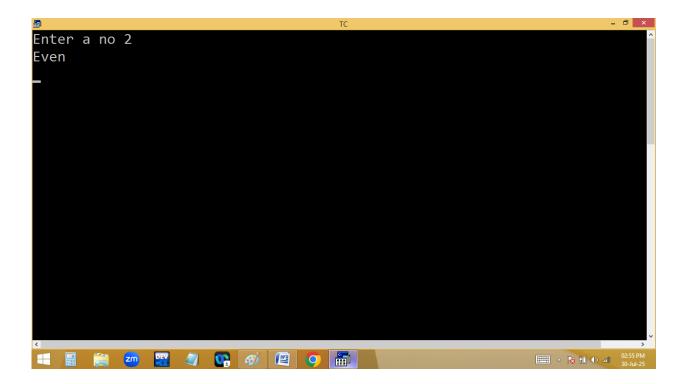
Conditional part ? true part : false part;

Finding even/odd using ternary op?

```
File Edit Run Compile Project Options Debug Break/watch
                       Insert Indent Tab Fill Unindent * E:2PM.C
     Line 9
                Col 1
#include<stdio.h>
#include<conio.h>
void main()
int n;
clrscr();
printf("Enter a no "); scanf("%d",&n);
puts(n%2==0?"Even":"Odd");
getch();
_____ ^ \ \( \bar{1} \) \( \bar{1} \) \( \alpha \) \( \alpha \) \( \alpha \)
Enter a no 7
Odd
```

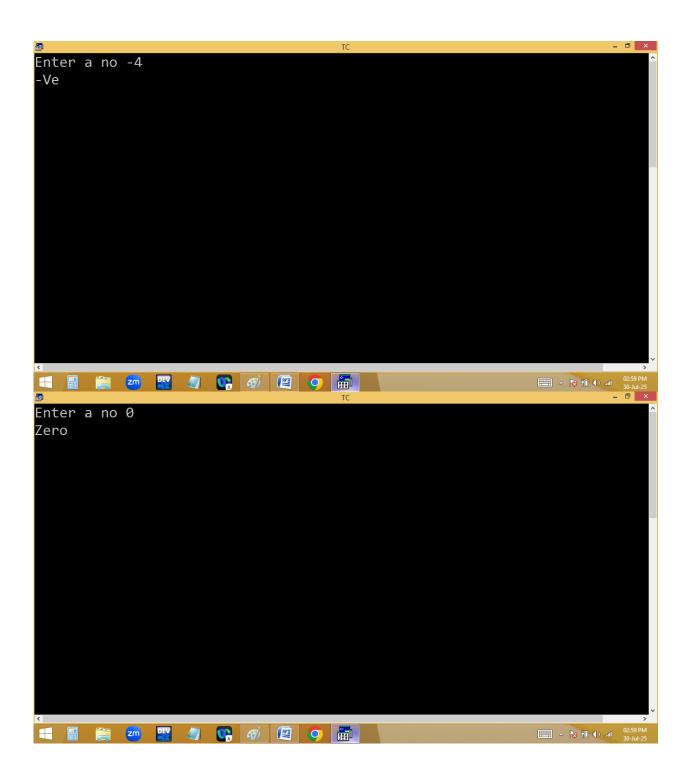


```
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                 Col 22 Insert Indent Tab Fill Unindent * E:2PM.C
      Line 8
#include<stdio.h>
#include<conio.h>
void main()
int n;
clrscr();
printf("Enter a no "); scanf("%d",&n);
puts(n%2?"Odd":"Even");
getch();
_____ ^ \ \( \bar{1} \) \( \bar{1} \) \( \alpha \) \( \alpha \) \( \alpha \)
Enter a no 1
Odd
_____ △ 🌠 📆 (10) anii 02:55 PM
```



Finding +Ve / -Ve / Zero using ternary operator?

```
File Edit Run Compile Project Options Debug Break/watch
             Col 32 Insert Indent Tab Fill Unindent * E:2PM.C
    Line 8
#include<stdio.h>
#include<conio.h>
void main()
int n;
clrscr();
printf("Enter a no "); scanf("%d",&n);
puts(n>0?"+Ve":n<0?"-Ve":"Zero");</pre>
getch();
Enter a no 4
+Ve
```



```
0 > 0

-3 > 0

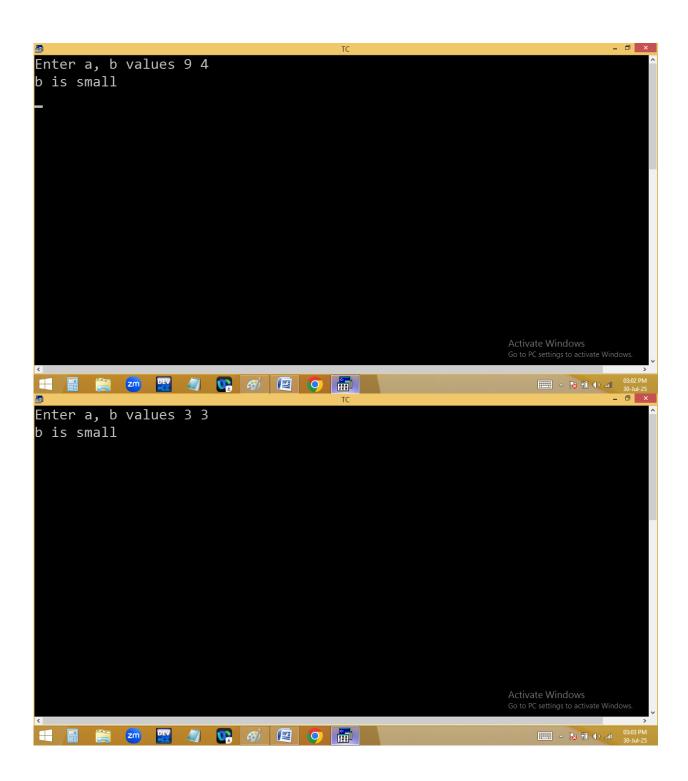
-3 < 0

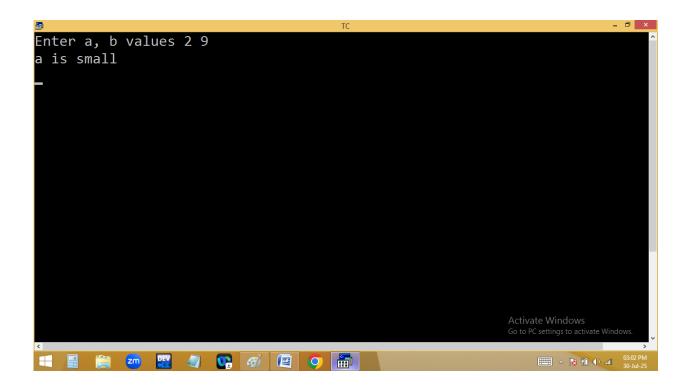
-3 < 0

y > 0

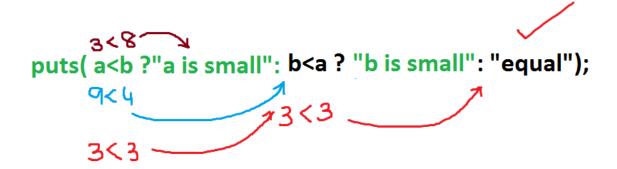
puts( n > 0 ? "+Ve" : n < 0 ? "-Ve" : "Zero");
```

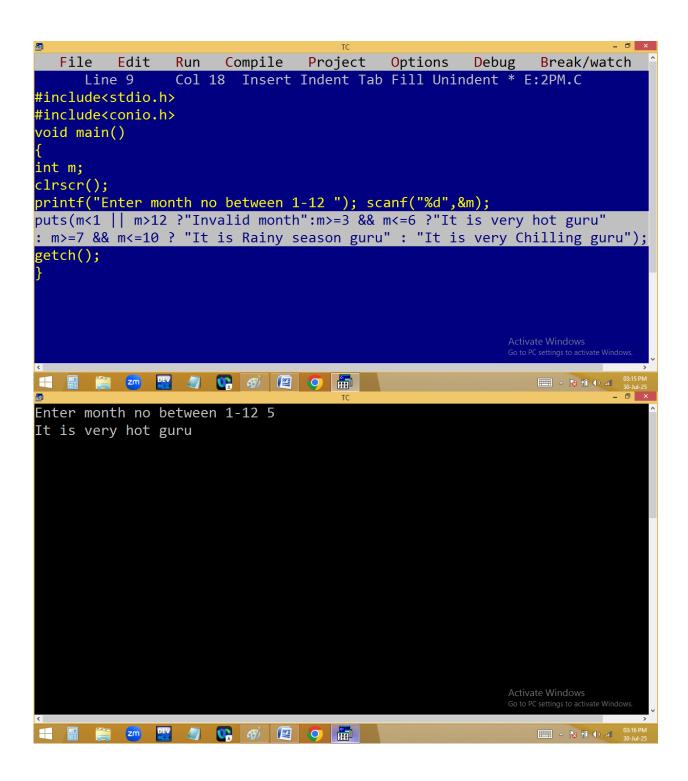
```
Finding
                   min
                                   in
                                                2
                                                            no's
   File Edit Run Compile Project Options
                                               Debug
                                                      Break/watch
             Col 34 Insert Indent Tab Fill Unindent * E:2PM.C
     Line 8
#include<stdio.h>
#include<conio.h>
void main()
int a, b;
clrscr();
printf("Enter a, b values "); scanf("%d %d",&a, &b);
puts(a<b?"a is small":"b is small");</pre>
getch();
△ 🔯 🕆 (h) ...il 03:02 P
```

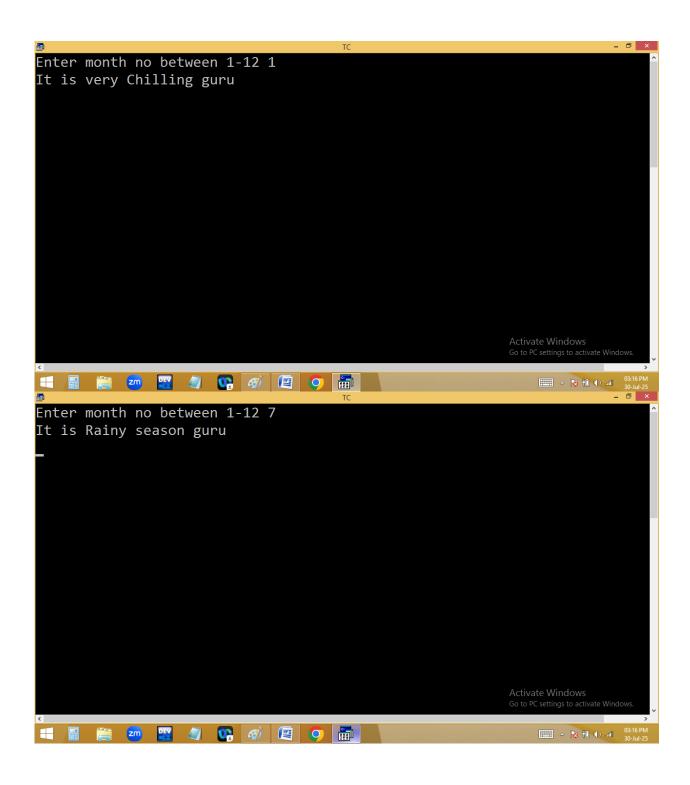


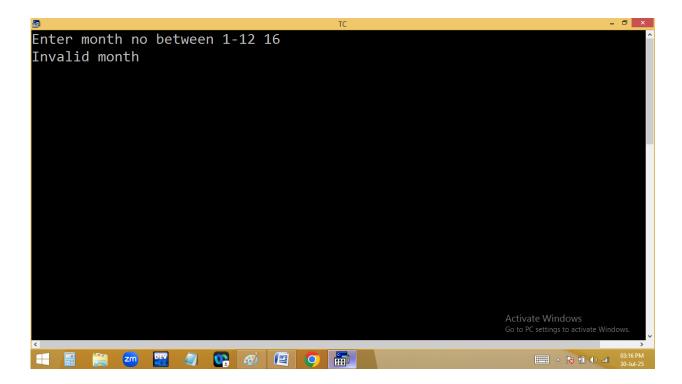


```
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             Col 56 Insert Indent Tab Fill Unindent * E:2PM.C
    Line 8
#include<stdio.h>
#include<conio.h>
void main()
int a, b;
clrscr();
printf("Enter a, b values "); scanf("%d %d",&a, &b);
puts(a<b?"a is small":b<a?"b is small":"Both are equal");</pre>
getch();
Enter a, b values 3 3
Both are equal
△ 🔯 🕆 🕪 and 03:05
```

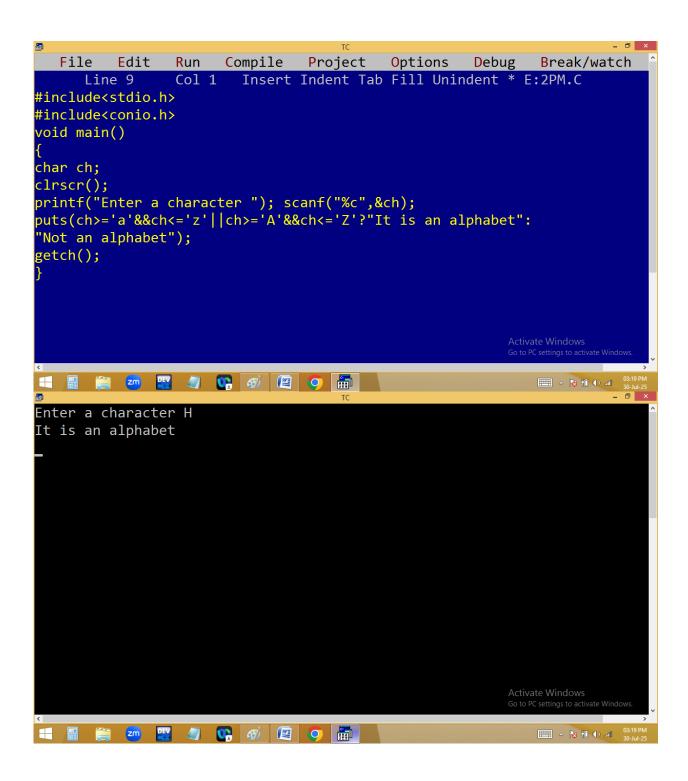


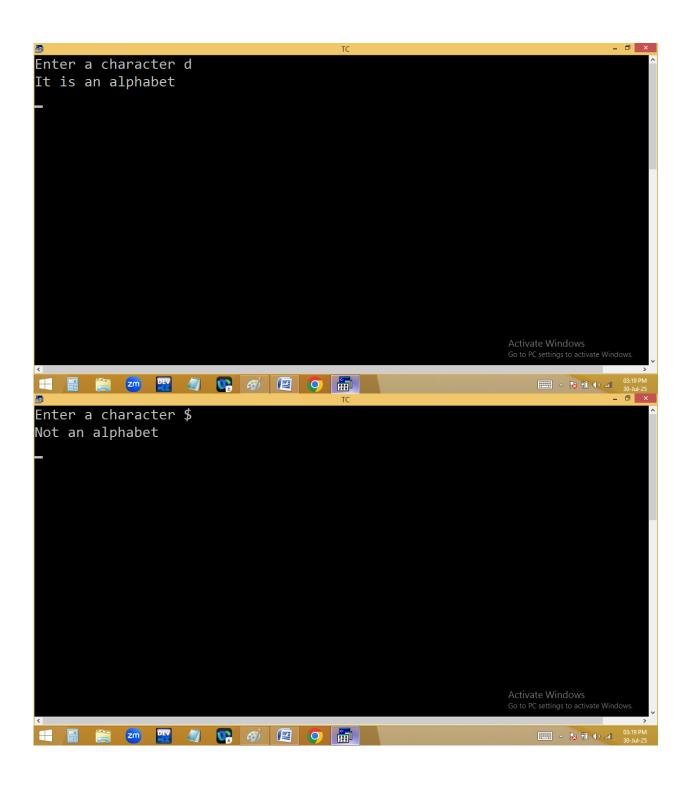






Finding given char is alphabet or not using ternary operator?





Bitwise operators?

They work on bits [0,1].

It is one of the low level feature of c.

They work on int data only.

C comes with 16 bit compiler. Hence in c language the bitwise operators are limited from 2¹⁵

We have to take only the 1's position, not the 0 positions. Because of any number * 0 gives again 0.

When starting bit is 0, the given no is positive no. if the starting bit 1 it is a negative no. hence the starting big is also called sign bit.

The bitwise operators very much used in os, device drivers, translators development.

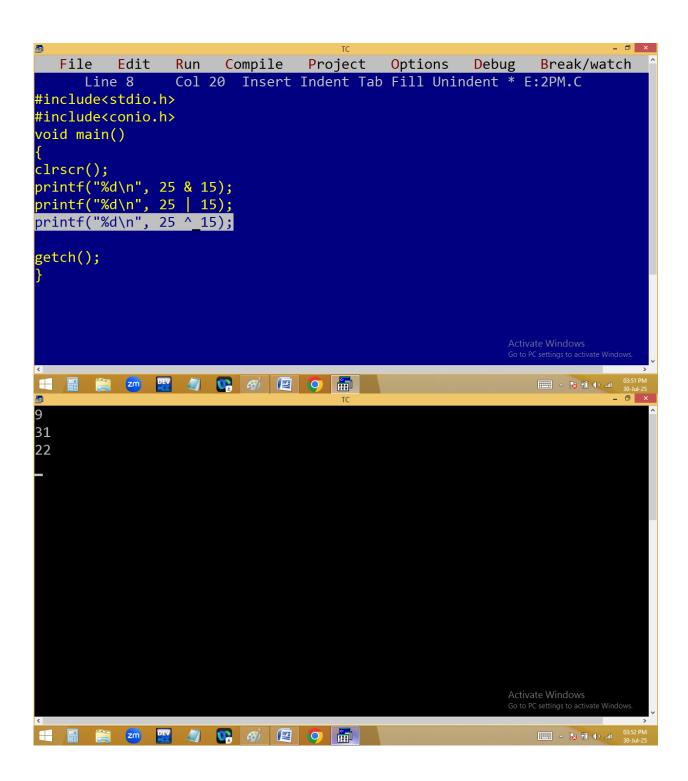
They are faster than normal operators.

C comes with 6 bitwise operators?

- 1. & bitwise and
- 2. | bitwise or
- 3. ^ Xor Exclusive Or

- 4. ~ compliment op
- 5. << left shift
- 6. >> right shift
- & bitwise and: When both bits are 1 then result bit also 1 otherwise result is 0.

Eg: 25 & 15 = 9



25 ^ 15 =
$$2 - 25$$
 $2 - 25$ $2 - 25$