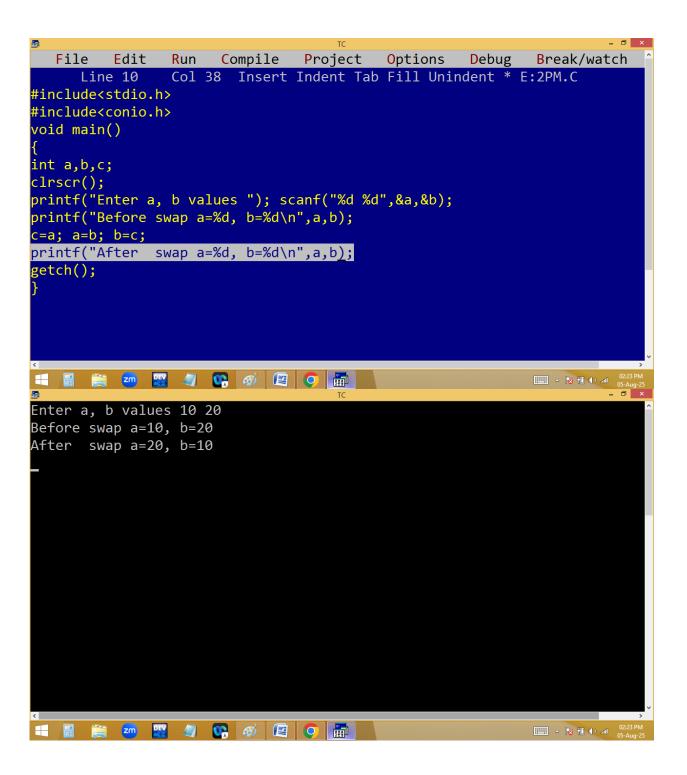
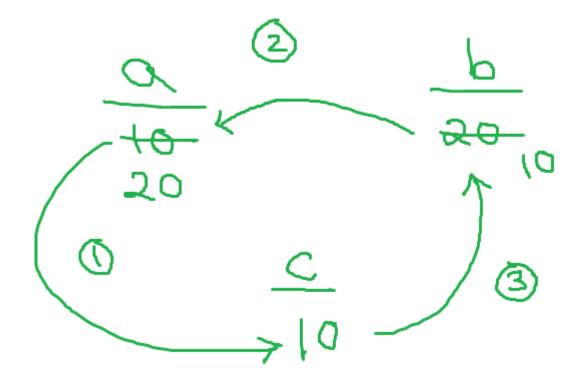
## Read two integer values and swap [interchange]:

Without using operators?

```
File Edit Run Compile Project Options Debug Break/watch
              Col 38 Insert Indent Tab Fill Unindent * E:2PM.C
     Line 9
#include<stdio.h>
#include<conio.h>
void main()
int a,b;
clrscr();
printf("Enter a, b values "); scanf("%d %d",&a,&b);
printf("Before swap a=%d, b=%d\n",a,b);
printf("After swap a=%d, b=%d\n",b,a);
getch();
Enter a, b values 10 20
Before swap a=10, b=20
After swap a=20, b=10
△ 🔯 🕆 🕩 👊 02:22 PM
```

## Using 3<sup>rd</sup> variable:



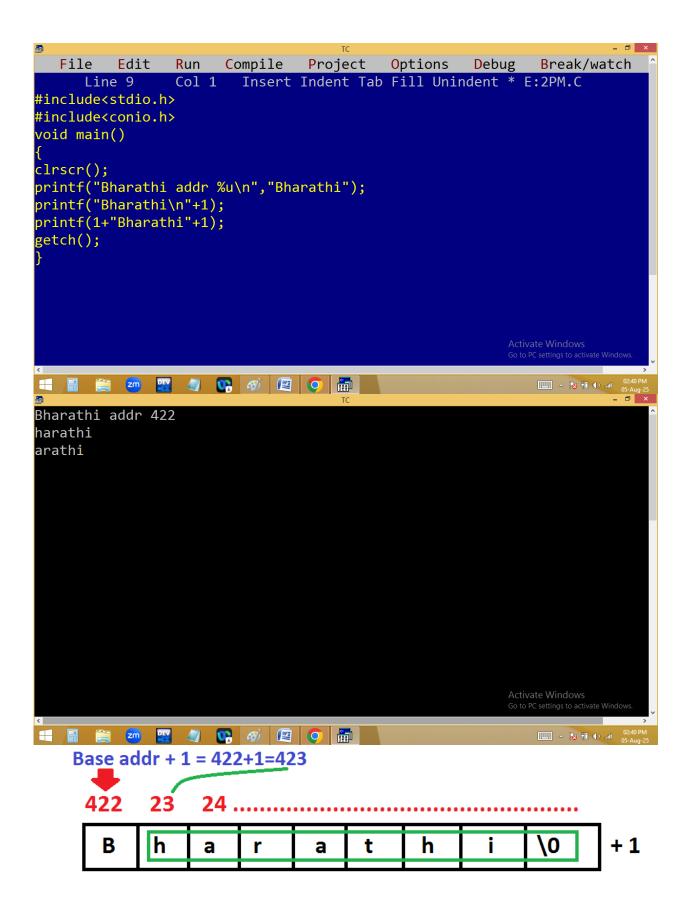


Without using 3<sup>rd</sup> variable?

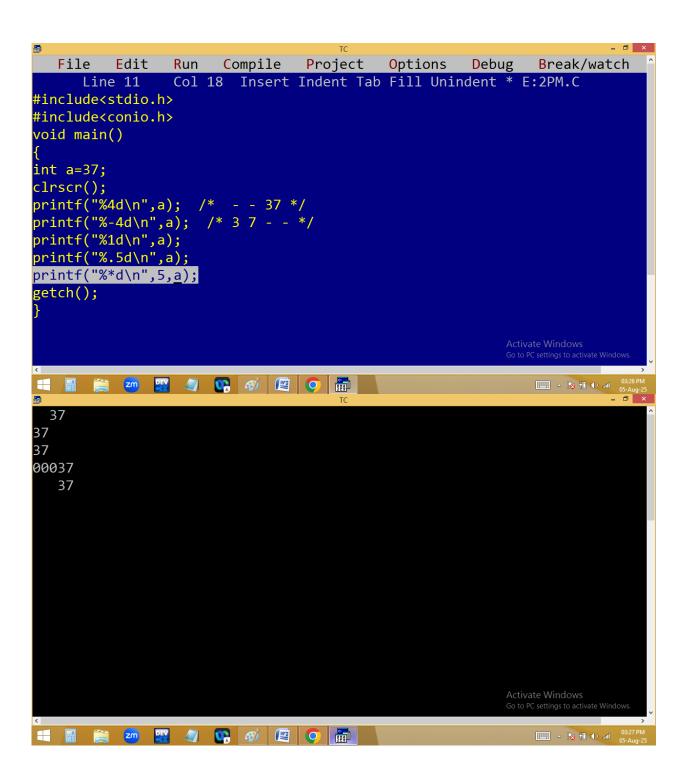
```
File Edit Run Compile Project Options Debug Break/watch
            Col 21 Insert Indent Tab Fill Unindent * E:2PM.C
    Line 11
#include<stdio.h>
#include<conio.h>
void main()
int a,b;
clrscr();
printf("Before swap a=%d, b=%d\n",a,b);
/*a=a+b; b=a-b; a=a-b;
a=a*b; b=a/b; a=a/b; */
a=a^b; b=a^b; a=a^b;
printf("After swap a=%d, b=%d\n",a,b);
getch();
Enter a, b values 10 20
Before swap a=10, b=20
After swap a=20, b=10
△ 🔯 🗓 🕪 .adl 02:26 P
```

$$a=10, b=20$$
 $a=a \land b;$ 
 $b=a \land b$ 
 $a=10=01010$ 
 $b=20=10100$ 
 $b=20=10100$ 
 $b=20=10100$ 
 $a=30=11110$ 
 $b=20=10100$ 
 $b=10=01010$ 
 $a=30=11110$ 
 $b=10=01010$ 
 $a=30=11110$ 
 $a=30=11110$ 

a=30, b=20



```
_ 🗇 ×
#include<stdio.h>
#include<conio.h>
void main()
int a=3; clrscr();
printf("%d\n"+1,999);
printf("%d\n"+1);
printf("%d + %d = %d\n", '1', '2', '3');
printf("%c + %c = %c\n", 97,98,67);
printf("%d + %d = %d\n", 97,98,99,100);
printf("%i + %i = %i\n", 97,98,99);
printf("%id + %id = %id\n", 1,2,3);
printf("%D + %d = %d\n", 1,2);
getch();
d
49 + 50 = 51
a + b = C
97 + 98 = 99
97 + 98 = 99
1d + 2d = 3d
%D + %d = %d
1 + %D = %d
1 + 2 = \%D
1 + 2 = 3
△ 🔯 🛍 🕪 📶 02:53 I
```



```
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Line 7 Col 40 Insert Indent Tab Fill Unindent * E:2PM.C

#include<stdio.h>
#include<conio.h>
void main()
{
int a=37;
clrscr();
printf("%f\n",a); /* runtime error */
getch();
}

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