SLNO	Questions
1	What is the difference between precedence and associativity?
	Precedence decides which operation should be performed first, while associativity decides the order of evaluation if more than one operator enjoy the same priority.
2	What is return value of relational operators?
	All relational operators return values of 1 or 0.
3	Which of the POLISH notation, Precedence is not implemented (a) Infix, (b) Postfix, (c) Prefix?
	In case of both, Postfix and Prefix expressions precedence is not implemented.
4	Which data structure is used to convert an arithmetic expression?
	Stack
5	What is the difference between '&' and '&&'?
	'&' is bit-wise 'and' operator which only works in integer type to check whether a particular bit is ON or OFF, and return 1 if both the bits are 1, or return 0 if any of the bit is 0. But '&&' operator is a logical operator. It returns 1 if both operands are true value, and returns 0 if any of the operands is false value.
6	Which operators in C cannot be overloaded in C++?
	Dot operator (.), conditional operator (?:), sizeof operator (sizeof).
7	What happens if the arithmetic operation division is implemented on two integers?
	The fractional part is truncated.
8	What happens if type casts a low byte to high byte?
9	The output is promoted to low byte.
10	How to measure the size of a variable without the sizeof operator?

	main()
	{
	    int x;
	    prints("%d ", (char *)(&x+1) –(char*)&x);
	}

11	Create a generic macro to measure the size of data types.

	#define SIZEOF(m) (m*)0+1
	main()
	{
	    printf("%d ",SIZEOF(char));
	}