

## PRACTICE PROBLEMS

### IF ELSE – SWITCH CASE

Write the Outputs for the following code. Write error and type of error if there is any error in code. `<iostream>` library is already included and `std` namespace is being used.

<pre>int main() {     int a = 5;     int choice = ++a * a++;     switch (choice) {         default:             a = a*2;         case 25:             a = a+2;         case 42:             a = a+12;         case 30:             a = a + 13;             break;     }     cout &lt;&lt; "a = " &lt;&lt; a &lt;&lt; "\nchoice = " &lt;&lt; choice &lt;&lt; endl;     return 0; }</pre>	
<pre>int main() {     int return=2000;     cout&lt;&lt;"Loan returned =" &lt;&lt; return &lt;&lt;endl;     int length= 200.5 * 2;     cout &lt;&lt;"Length = " &lt;&lt;length;     char initial = 'a' ;     char newchar = initial-32;     cout&lt;&lt; newchar &lt;&lt;endl;     int ch=100;     cout&lt;&lt; (char)ch &lt;&lt;endl; }</pre>	

<pre> int main() {     int i=5,k=6;     int j=7;     if (17&lt;13 &amp;&amp; 14&gt;2    155%5==1 &amp;&amp; 17/5&gt;2 )         cout&lt;&lt;j+i&lt;&lt;endl;     else         cout&lt;&lt;i-j&lt;&lt;endl;     j-=1;     if (17&lt;13 &amp;&amp; 14&gt;2    155%5==1 &amp;&amp; 17/5&gt;2 )         cout&lt;&lt;j+i&lt;&lt;endl;     else         cout&lt;&lt;i-j&lt;&lt;endl;     j-=1;     if (17&lt;13 &amp;&amp; 14&gt;2    155%5==1 &amp;&amp; 17/5&gt;2 )         cout&lt;&lt;j+i&lt;&lt;endl;     else         cout&lt;&lt;i-j&lt;&lt;endl; } </pre>	
<pre> int main() {     int y = 0;     switch (y) {         case 0: y = y + 5;         case 1: y = y / 2;         case 2: y = y * 3;         case 3: y = y + 10;         default: y = y % 3;     }     cout &lt;&lt; y &lt;&lt; endl;     return 0; } </pre>	
<pre> int main() {     int i = 3, j = 3, k = 3;     if (--i - 7 &amp;&amp; j++ &lt; ++k)         cout &lt;&lt; ++i;     else         cout &lt;&lt; i &lt;&lt; j &lt;&lt; k;     return 0; } </pre>	
<pre> int main() {     int y = 2, x = 4, temp = 0;     temp = y == 2 ? x &lt; 1 ? x + y + 4 : x + y - 4 : x + 9;     cout &lt;&lt; temp; } </pre>	

<pre> int main{     int a, b, c;     a=6,b=4,c=2;     int max = (a&gt;b&gt;c)*(a+b+c);     cout&lt;&lt;max;     return 0; } </pre>	
<pre> int main{     int x=10;     {         cout&lt;&lt;x&lt;&lt;"\t";         int x=20;         cout&lt;&lt;(x++)&lt;&lt;"\t";     }     cout&lt;&lt;(--x); } </pre>	
<pre> int main{     int z = 5, j = 7, k = 6, n = 3;     cout &lt;&lt; (z + j % k + k * n - 15) &lt;&lt; "\t";     cout &lt;&lt; (z % n + 5) &lt;&lt; endl;     return 0; } </pre>	
<pre> int main{     int a=5;     int b=a++++;     cout&lt;&lt;b;     return 0; } </pre>	
<pre> int main{     int suite = 5 ;     switch ( suite ) ;     {         case 0+5 ;             cout&lt;&lt; "\nClub" ;         case 1+5 ;             cout&lt;&lt; "\nDiamond" ;         }     return 0; } </pre>	

<pre> int main{     string str = "A";     int x = 5;     switch(str){         case "a":             x *=5;         case "A":             x+=12;         default:             x -=10;     }     cout &lt;&lt; x &lt;&lt; endl;     return 0; } </pre>	
<pre> int main(){     int x = 5, y = 2;      if(x = 3 &amp;&amp; (cout &lt;&lt; y &lt;&lt; endl)){         cout &lt;&lt; x &lt;&lt; endl;     }     return 0; } </pre>	
<pre> int main{     int z, x=5, y=-10, a=4, b=2;     z = x++ - --y * b / a;     cout&lt;&lt;z;     return 0; } </pre>	
<pre> int main(){     cout &lt;&lt; setw(5) &lt;&lt; "***\n" &lt;&lt; left &lt;&lt; setw(5) &lt;&lt; "*\n";     cout &lt;&lt; left &lt;&lt; setw(5) &lt;&lt; "***" &lt;&lt; "*\n";     return 0; } </pre>	