a.

Inference- It works well for negative integers and decimals also.

b.

Inference- It doesn't work for negative integers and decimals.

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c.

```
main.c                                    [ ]  ☾   Run      Output

1  #include <stdio.h>                              /tmp/syRhEiNmPx.o
2  int main() {                                    Enter an integer: 3456
3      int n, rev = 0, remainder;                  Reversed number = 6543
4      printf("Enter an integer: ");
5      scanf("%d", &n);
6
7      while (n != 0)
8      {
9          remainder = n % 10;
10         rev = rev * 10 + remainder;
11         n /= 10;
12     }
13     printf("Reversed number = %d", rev);
14     return 0;
15 }
```

Inference- The programs codes for reversing the digits of the given number. Works well for negative integers and numbers having first digit as zero also like -9805 and 0567 respectively.

d.

```
main.c                                    [ ]  ☾   Run      Output

1  #include <stdio.h>                              /tmp/H4AyAkEMk2.o
2  int main()                                      Enter any 4 digit number: 6450
3  {                                               < 2 > is seed number
4      int num, i, flag =0;                        < 3 > is seed number
5      printf("Enter any 4 digit number: ");
6      scanf("%d", &num);
7      if ((num<1000) || (num>9999) )
8      {
9          printf("< %d > is not a 4 digit number",  num);
10         return 0;
11     }
12     int array[4] = {2,3,4,12};
13     for (i=0;i<4; i++)
14     {
15         if (num % array[i] == 0)
16         {
17             printf("< %d > is seed number\n", array[i]);
18             flag = 1;
19         }
```

Inference- it doesn't work for numbers not having 4 digits. It won't work for decimals also.

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