

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a=10,b=3;
5     printf("Addition Result = %d\n",a+b);
6     printf("Subtraction Result = %d\n",a-b);
7     printf("Multiplication Result = %d\n",a*b);
8     printf("Division Result = %d\n",a/b);
9     printf("Remainder = %d\n",a%b);
10    return 0;
11 }
```

	Expected	Got
✓	Addition Result = 13 Subtraction Result = 7 Multiplication Result = 30 Division Result = 3 Remainder = 1	Additi Subtra Multip Divisi Remain

Passed all tests! ✓

```
printf("Four\nFive\n"),  
return 0;  
}
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>  
2 int main()  
3 {  
4     printf("One Two");  
5     printf("Three\n");  
6     printf("Four\nFive\n");  
7     return 0;  
8 }
```

	Expected	Got	
✓	One TwoThree Four Five	One TwoThree Four Five	✓

Passed all tests! ✓

}

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int binaryThree=0b11;
5     printf("binaryThree value = %d\n", binaryThree);
6     int octalEight=010;
7     printf("octalEight value = %d\n", octalEight);
8     int hexTen=0xA;
9     printf("hexTen value = %d\n", hexTen);
10    int asciiValueOfOne='1';
11    printf("asciiValueOfOne value = %d\n", asciiValueOfOne);
12    int asciiValueOfA='A';
13    printf("asciiValueOfA value = %d\n", asciiValueOfA);
14    return 0;
15 }
```

	Got	
3	binaryThree value = 3 octalEight value = 8 hexTen value = 10 asciiValueOfOne value = 49 asciiValueOfA value = 65	✓

Passed all tests! ✓

code to add two integer numbers.

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int num1 = 15, num2 = 25, sum;
6     printf("Given integers are num1 = 15, num2 = 25\n");
7     //Write the code to add num1 and num2
8     sum=num1+num2;
9     printf("Sum of 2 given numbers = %d\n", sum);
10    return 0;
11 }
```

	Got
num2 = 25	Given integers are num1 = 15, num2 = 25 Sum of 2 given numbers = 40

Passed all tests! ✓

Question **3**

Correct

missing format characters to
print **signed** and **unsigned** values.

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     signed int number1 = -20, number2 = 2;
6     unsigned int number3 = -1, number4 = 1;
7     printf("Given signed values are %d and %d\n", number1, number2);
8     printf("Given unsigned values are %u and %u\n", number3, number4);
9     return 0;
10 }
```

	Got
	Given signed values are -20 and 2 and 1 Given unsigned values are 4294967295 and 1

Passed all tests! ✓

Question **4**

Correct

Marked out of 1.00

Identify the error and correct the code. [Hint: Verify if all variables are declared before they are first used.]

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int number1 = 20, number2 =
6     sub = number1 - number2;
7     printf("The difference of t
8     return 0;
9 }
10
```

	Expected
✓	The difference of the two given nu

Passed all tests! ✓

The result after dividing in exponential format

2.355599e+01

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     float num1 = 5.34f, num2 = 125.789f;
6     printf("Given float values are: \n");
7     result=num2/num1;
8     printf("The result after dividing is: \n");
9     printf("The result after dividing in exponential format is: \n");
10    return 0;
11 }
```

```
num1 = 5.340000, num2 = 125.789001
; in float format = 23.555992
; in exponential format = 2.355599e+01
```

Passed all tests! ✓

below:

Answer: (penalty regime: 0 %)

Reset answer

```
1 #include <stdio.h>
2
3 int main()
4 {
5     float num1 = 5.345f, num2 =
6     printf("Given float values a
7     result = num1 / num2;
8     printf("Result of division =
9     return 0;
10 }
```

Got

Given float values are num1 = 5.345000
Result of division = 0.431048

Passed all tests! ✓

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int num1=7;
5     float num2=5.5;
6     char ch='w';
7     printf("Result1 = %d\n", (num1>5));
8     printf("Result2 = %d\n", (num2>5.5));
9     printf("Result3 = %d\n", (ch>'w'));
10    printf("Result4 = %d\n", (ch>'w'));
11    printf("Result5 = %d", (ch>='w'));
12    return 0;
13
14 }
```

	Expected	Got	
✓	Result1 = 1 Result2 = 0 Result3 = 1 Result4 = 1 Result5 = 0	Result1 = 1 Result2 = 0 Result3 = 1 Result4 = 1 Result5 = 0	✓

Passed all tests! ✓

```

1 #include<stdio.h>
2 int main()
3 {
4     int x=16;
5     printf("+x = %d\n",(+x));
6     printf("-x = %d\n",(-x));
7     printf("x = %d\n",x);
8     printf("++x = %d\n",(++x));
9     printf("x = %d\n",x);
10    printf("x++ = %d\n",x++);
11    printf("x = %d\n",x);
12    printf("--x = %d\n",(--x));
13    printf("x = %d\n",x);
14    printf("x-- = %d\n",(x--));
15    printf("x = %d\n",x);
16    return 0;
17 }

```

	Expected	Got	
✓	+x = 16	+x = 16	✓
	-x = -16	-x = -16	
	x = 16	x = 16	
	++x = 17	++x = 17	
	x = 17	x = 17	
	x++ = 17	x++ = 17	
	x = 18	x = 18	
	--x = 17	--x = 17	
	x = 17	x = 17	
	x-- = 17	x-- = 17	
	x = 16	x = 16	

Passed all tests! ✓

}

Answer: (penalty regime: 0 %)

```
1  #include<stdio.h>
2  int main()
3  {
4      int x=4,y;
5      y=x++;
6      printf("y = %d x = %d\n",y,x);
7      y=++x;
8      printf("y = %d x = %d\n",y,x);
9      y=x--;
10     printf("y = %d x = %d\n",y,x);
11     y=--x;
12     printf("y = %d x = %d\n",y,x);
13     return 0;
14 }
```

	Expected	Got	
✓	y = 4 x = 5 y = 6 x = 6 y = 6 x = 5 y = 4 x = 4	y = 4 x = 5 y = 6 x = 6 y = 6 x = 5 y = 4 x = 4	✓

Passed all tests! ✓