**Operators Practice Questions**

1. Write a program to interchange two values by using the following operators:

(a)Assignment Operator (b)Arithmetic Operator (c)Bitwise Operator

1. Write a program to find the lowest marks of three students using conditional operator.
2. Write a program to find the size of all data types (int, float, char, double, long double, short int etc.).
3. Write a program to multiply a number by 16 without using multiplication or addition operator.
4. Write a program to divide a number by 64 without using division operator.
5. Write a program to multiply a number by 15 without using multiplication or addition operator.
6. Write a program to multiply a number by 65 without using multiplication operator.
7. Write a program to find out whether inputted number is even or odd without using arithmetic operators.
8. Define the terms associativity and precedence.
9. Write a program to check if the inputted number is in powers of 2 or not.
10. If a=50, b=10 and c=20, evaluate the following complex expression:

c+= (a>0 && a<=10) ? ++a: a/b;

11. Identify the wrong expression from the following expressions and find the values of the correct expressions, if i=4, k=6, a=2 and n=8,b=7

i.) p= ++-k; ii.) a= - ++k/2; iii.) m=++i- -k;

v.) a= 2b++; v.) - -n++

1. In the following expression write the hierarchy of computation and also mention the type of operator:

a\*x\*x+b\*c/d>=x&&z!=15.0

**What will be the output of following program? (Q 13-17)**

1. #include<stdio.h>

void main()

{

int a=2, b=10, k, c;

k=! ((a<2) && (b>2));

printf(“%d\n”,k);

c= (b<a || b>a);

printf(“%d”,c);

}

1. #include<stdio.h>

void main()

{

int b,k=8;

b=(k++-k++-k--,k++);

printf(“%d %d”,b,k);

}

1. #include<stdio.h>

int main()

{

int a = 2,b = 5;

a = a^b;

b = b^a;

printf("%d %d",a,b);

return 0;

}

1. #include <stdio.h>

void main()

{

int x = 1, y = 0, z = 5;

int a = x && y || z++;

printf("%d %d %d",x,y, z);

}

1. #include <stdio.h>

void main()

{

int x = 1, y = 0, z = 5;

int a = x && y && z++;

printf("%d %d %d", x,y,z);

}