Sheet-4( Control Statement)

1. #include<stdio.h>

void main()

{

int a=10,b=20;

if(a==b)

printf("a=10,b=20");

printf("a and b are not equal");

}

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void main()

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int a=10,b=20;

if(a=b)

printf("a and b are equal\n");

else;

printf("a and b are not equal\n");

}

1. #include <stdio.h>

int main()

{

if(!3.14)

printf("I have robbed and killed..");

else

printf("Until my evil purse was filled..");

return 0;

}

1. #include <stdio.h>

int main()

{

int i;

if (printf("0"))

i = 3;

else

i = 5;

printf("%d", i);

return 0;

}

1. #include <stdio.h>

int main()

{

if('Z'<'z')

printf("I have robbed and killed..");

else

printf("Until my evil purse was filled..");

return 0; }

1. #include<stdio.h>

main()

{

if(1)

printf("This will always get excuted");

else

printf("This will never get excuted"); }

1. #include <stdio.h>

int main()

{

int x=10;

if x>=2

printf("I heve robbed and killed..");

else

printf("Until my evil purse was filled..");

return 0;

}

1. #include <stdio.h>

int main()

{

int i=10,j=40;

if((j-i)% 10)

printf("man sees your actions..");

else

printf("god sees your motives..");

return 0;

}

1. #include <stdio.h>

int main()

{

int i=400000 \* 400000 / 400000;

if(i==400000)

printf("Hello India..");

else

printf("Hello World..");

return 0;

}

1. #include<stdio.h>

main()

{

if(printf("Hello"))

printf("Students");

}

1. #include<stdio.h>

main()

{

int a=10,b=20;

if(a==10)

if(b==10)

printf("Value of a and bis 10");

else

printf("Value of a is 10 and b is something else");

}

1. #include<stdio.h>

main()

{

int a=10,b=20;

if(a==10)

{

if(b==10)

printf("Value of a and bis 10");

}

else

printf("Value of a is 10 and b is something else");

}

1. #include <stdio.h>

int main()

{

int x=10,y=20;

if(!(!x) && x)

printf("x= %d",x);

else

printf("y= %d",y);

return 0;

}

1. #include <stdio.h>

int main()

{

int x=100;

if(!!x)

printf("x= %d",!x);

else

printf("x= %d",x);

return 0; }

1. #include <stdio.h>

int main()

{

int i=10;

if(i==10)

;

else

printf("hello usa");

return 0;

}

1. #include <stdio.h>

int main()

{

float a=0.5,b=0.9;

if(a && b>0.9)

printf("I am a boy..");

else

printf("I am a girl..");

return 0;

}

1. #include<stdio.h>

main()

{

int a=300,b=10,c=20;

if(!(a>=400))

b=300;

c=200;

printf("b= %d, c= %d",b,c);

}

1. #include<stdio.h>

main()

{

int a=300,b=10,c;

if(!(a>=40))

b=300;

c=200;

printf("b= %d, c= %d",b,c);

}

1. #include<stdio.h>

main()

{

int a=10,b=100 % 90;

if(a!=b);

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

}

1. #include <stdio.h>

int main()

{

int x = 3;

if (x == 2); x = 0;

if (x == 3) x++;

else x += 2;

printf("x = %d", x);

return 0;

}

1. #include <stdio.h>

int main()

{

int a = 10, b = 20, c = 30;

if (c > b > a)

printf("TRUE");

else

printf("FALSE");

return 0;

}