```
1 | #includecstdio.h>
2 int main()
3 * ( int x,y);
4 | scanf("Md Md\n",&x,&y);
if(x:y)
6 | ( printf("NO");
7 | 7 |
8 | else
9 | { printf("VES");
10 |
11 | return 0;
12 |}
```

	Input	Expected	Got	
~	100 110	YES	YES	~
~	100 90	NO	NO	~

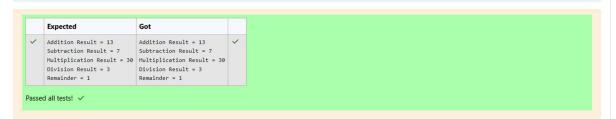
Passed all tests! ✓

	Input	Expected	Got	
~	1	0	0	~
~	2	1	1	~

Passed all tests! ✓

Finish review

```
1  #include <stdio.h>
2  int main()
3  * {
4     int num1 = 10, num2 = 3;
5     printf("Addition Result = %d\n",(num1 + num2));
6     printf("Subtraction Result = %d\n",(num1 - num2));
7     printf("Nultiplication Result = %d\n",(num1 + num2));
8     printf("Division Result = %d\n",(num1 / num2));
9     printf("Remainder = %d\n",(num1 / num2));
10     return 0;
}
```



```
#include <stdio.h>

int main()

float num1 = 12.5, num2 = 2.0;
    printf("Result of addition = %f\n", (num1 + num2));
    printf("Result of subtraction = %f\n", (num1 - num2));
    printf("Result of multiplication = %f\n", (num1 * num2));
    printf("Result of division = %f\n", (num1 * num2));
    return 0;
}
```

```
Expected

Got

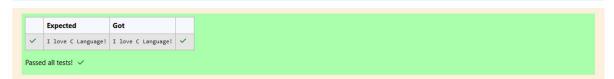
Result of addition = 14.500000
Result of subtraction = 10.500000
Result of multiplication = 25.000000
Result of division = 6.2500000
Result of division = 6.2500000

Result of division = 6.2500000

Result of division = 6.2500000
```

```
Expected

Column of the state o
```



```
int main()

int age = 2;
int firstNumber = 2;
int second_number = 3;
int _i_am_also_a_valid_identifier = 4;
printf("age = %d\n",age); // Fill in the missing code
printf("firstNumber = %d\n",irstNumber); // Fill in the missing code
printf("second_number = %d\n",second_number); // Fill in the missing code
printf("second_number = %d\n",second_number); // Fill in the missing code
printf("i_am_also_a_valid_identifier = %d\n",_i_am_also_a_valid_identifier); // Fill in the missing code
return 0;
```

```
Expected

Got

age = 2
firstNumber = 2
second_number = 3
_i_am_also_a_valid_identifier = 4

Passed all tests! 

Got

age = 2
firstNumber = 2
second_number = 3
_i_am_also_a_valid_identifier = 4

i_am_also_a_valid_identifier = 4
```

```
#include <stdio.h>

int main()
4 +{
    printf("Hello, # is a preprocessor in C");
    return 0;
}
```

xpected Got	
ello, # is a preprocessor in C Hello, # is a preprocessor in C	~

```
int main()
int main()

printf("Impossible is nothing!");
return 0;
}
```

	Expected	Got	
~	Impossible is nothing!	Impossible is nothing!	~
Passed	d all tests! ✓		

```
Expected

Whello, I am learning C Language! Hello, I am learning C Language!

Passed all tests!
```

```
#include <stdio.h>
int main()
4 - {
    printf("Hello, float data type allocates 4 bytes in memory");
    return 0;
}
```

```
Expected

Hello, float data type allocates 4 bytes in memory

Hello, float data type allocates 4 bytes in memory

Passed all tests! 

Got

Hello, float data type allocates 4 bytes in memory
```

```
1 | #include <stdio.h>
2
3 int main()
4 + {
    printf("Correct Me!");
    return 0;
7 }
```

	Expected	Got	
~		Correct Me!	~
_	Correct Me:	Correct Me:	_
Passe	d all tests! 🗸		

```
#include <stdio.h>
int main()

int main()

int binaryThree-0b11;
    printf("binaryThree value = %d\n",binaryThree);
    int octalEight+010;
    printf("octalEight value = %d\n",octalEight);
    int hexTen = 0xA;
    printf("hexTen value = %d\n",hexTen);
    int asciiValueofOne-'1';
    printf("asciiValueofOne value = %d\n",asciiValueOfOne);
    int asciiValueofA-'A';
    printf("asciiValueofA value = %d\n",asciiValueOfA);
    return 0;
}
```

```
Expected

Sot

binaryThree value = 3
octalEight value = 8
hexTen value = 10
asciiValueOfA value = 49
asciiValueOfA value = 65

Sot

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

Passed all tests! ✓

```
#include (stdio.h)

int main()

int main()

int num1 = 15, num2 = 25, sum;

printf("Given integers are num1 = %d, num2 = %d\n", num1, num2);

//write the code to add num1 and num2 and place the result in the variable sum printf("Sum of 2 given numbers = %d\n", sum-num1+num2);

return 0;

}
```

```
Expected

Got

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

Got

Sum of 2 given numbers = 40

Passed all tests! ✓
```

```
#include <stdio.h>

int main()

4 * {

signed int number1 = -20, number2 = 20;

unsigned int number3 = -1, number4 = 1;

printf("Given signed values are %d and %d\n", number1, number2); // Fill the correct format character after %

printf("Given unsigned values are %u and %u\n", number3, number4); // Fill the correct format character after %

return 0;

}
```

Expected		Got	
	values are -20 and ed values are 42949	Given signed values are -20 and 20 Given unsigned values are 4294967295 and 1	~

```
#include <stdio.h>
int main()

int number1 = 20, number2 = 30, sub;
sub = number1 - number2;
printf("The difference of the two given numbers = %d\n", sub);
return 0;
}

#include <stdio.h>

int main()

int number1 = 20, number2 = 30, sub;
sub = number1 - number2;
printf("The difference of the two given numbers = %d\n", sub);
return 0;
}
```

```
Expected

The difference of the two given numbers = -10

Fassed all tests!
```

```
Expected

Got

Given float values are num1 = 5.340000, num2 = 125.789001
The result after dividing in float format = 23.555992
The result after dividing in exponential format = 2.355599e+01

Passed all tests!
```

```
#include <stdio.h>

int main()
{
    float num1 = 5.345, num2 =12.4, result;
    printf("Given float values are num1 = %f, num2 = %f\n", num1, num2);
    result = num1 / num2;
    printf("Result of division = %f\n", result);
    return 0;
}
```

✓ Given float values are num1 = 5.345000, num2 = 12.400000 Given float values are num1 = 5.345000, num2 = 12.400000 ✓ Result of division = 0.431048	~

```
Expected Got

Result1 = 1 Result1 = 1 V
Result2 = 0 Result2 = 0
Result3 = 1 Result3 = 1
Result4 = 1 Result4 = 1
Result5 = 0 Result5 = 0

Passed all tests! V
```

```
Expected Got

V Result1 = 1 Result1 = 1 V Result2 = 0 Result2 = 0 Result3 = 1 Result3 = 1 Result3 = 1 Result4 = 0 Result4 = 0 Result5 = 1 Result5 = 1
```

```
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));
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     printf("x = %d\n",x);
17     printf("x = %d\n",x);
18     printf("x = %d\n",x);
19     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     printf("x = %d\n",x);
17     printf("x = %d\n",x);
18     printf("x = %d\n",x);
19     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     printf("x = %d\n",x);
17     printf("x = %d\n",x);
```

```
1 #include<stdio.h>
2 int main()
3 * {
4     int x=24,y=39,z=45;
5     z=x*y;
6     y=z-y;
7     x=z-y;
8     printf("x = %d y = %d z = %d",x,y,z);
9     return 0;
10 }
```

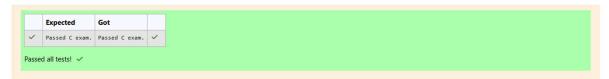
```
1  #include<stdio.h>
2  int main()
3  {
4    int x=2,y=18,z=12;
    x+y;
    printf("x = %d\n",x);
    y"=2;
    printf("y = %d\n",y);
    z/=5;
    printf("z = %d\n",z);
    x%-7;
    printf("z = %d\n",z);
    x%-7;
    printf("x = %d\n",x);
    return 0;
```

```
Expected Got

\( \times \times \text{ = 20 } \times \text{ = 20 } \times \text{ } \t
```

```
#include(stdio.h>
int main()

int marks-75,pass_marks-50;
    (marks-pass_marks)?printf("Passed C exam.");printf("Failed C exam");
    return 0;
}
```



```
int main()
4 + {
    int num1 = 20, num2 = 25, large;
    large = (num1>num2)?num1:num2; // Write the correct code
    printf("Largest number = %d", large);
    return 0;
}
```

```
Expected

Sot

Largest number = 25 Largest number = 25 
Passed all tests!
```

```
1 | #include<stdio.h>
2 | int main()
3 * {
4 | int s,t;
5 | scanf("%d\n%d\n",8s,8t);
6 | printf("%d\n%d\n",s/t,s%t);
7 | }
```

	ected (Got	
60 7	7		~
8 4	4	4	

```
1 | #include<stdio.h>
2 | int main()
3 * {
4 | int w,x,y;
5 | scanf("%d\n%d\n%d\n",&w,&x,&y);
printf("%d",w*x-w*y-108);
}

| int w,x,y;
| scanf("%d\n,w*x-w*y-108);
| printf("%d",w*x-w*y-108);
| int w,x,y;
| scanf("%d\n,w*x-w*y-108);
| scanf("%d\n,
```

	Input	Expected	Got	
~	1000 2 1	900	900	~

Passed all tests! ✓

	Input	Expected	Got	
~	87	15	15	~
~	54	9	9	~

Passed all tests! ✓

```
#include<stdio.h>
int main()

{
    int binaryThree=0b11;
    printf("binaryThree value = %d\n",binaryThree);
    int octalEight =018;
    printf("octalEight value = %d\n",octalEight);
    int hexTen=0xA;
    printf("hexTen value = %d\n",hexTen);
    int asciiValueOfOne='1';
    printf("asciiValueOfOne value = %d\n",asciiValueOfOne);
    int asciiValueOfA value = %d\n",asciiValueOfA);
    return 0;
}
```

```
Expected

Sot

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

Passed all tests! 

Got

binaryThree value = 3
    octalEight value = 8
    hexTen value = 10
    asciiValueOfA value = 49
    asciiValueOfA value = 65
```

```
#include <stdio.h>
2
3  int main()
4 + {
    int num1 = 15, num2 = 25, sum-num1+num2;
    printf("Given integers are num1 = %d, num2 = %d\n", num1, num2);
    //Write the code to add num1 and num2 and place the result in the variable sum printf("Sum of 2 given numbers = %d\n", sum);
    return 0;
}
```

~

```
#include <stdio.h>

int main()

frintf("Hello, # is a preprocessor in C");

return 0;

}
```

