# Which of these would produce an error?

```
a. int anInt = 12;
b. double aDouble = -21.09;
c. unsigned int anotherInt = -60;
d. BOOL aBool = 1;
```
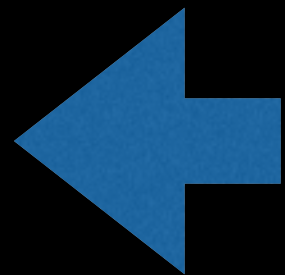
# What is the value of age at the arrow?

```
int happyBirthday(int age)
{
  age++;
  return age;
}

int main(int argc, const char * argv[])
{
  @autoreleasepool
  {
    int age = 20;
    age = happyBirthday(age);
    NSLog(@"Your new age is %d", age);
  }
}
```

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# What prints to the console?

```
float a = 3.2;
int b = 6;

int c = a + b;

NSLog(@"%d", c);
```

c = 9