

```
#include <stdio.h>

int main()
{
    int a = 0,b = 1,c = 3;
    *((a)?&b:&a) = a?b:c;
    printf("%d %d %d",a, b, c);
    return 0;
}

3 1 3
```

```
#include <stdio.h>

int main()
{
    int i=10;
    printf("%d %d",i++ ,++i);
    return 0;
}
```

11 12

```
#include <stdio.h>
```

```
int main()  
{  
    int i = 2;  
    int j = i + (1, 2, 3, 4, 5);  
    printf("%d",j);  
    return 0;  
}
```

7

```
#include <stdio.h>

#include <stdlib.h>

int main()
{
    int *arr;
    arr= (int) malloc(10 * sizeof(int));
    printf("size = %d", sizeof(arr));
    return 0;
}

size = 4
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int x = 10, y = 20, z = 30, a = 40;
```

```
    int b = 50;
```

```
    printf("%d %d %d %d %d", x, b);
```

```
    return 0;
```

```
}
```

```
10 50 4199880 4007024 4006968
```

```
#include <stdio.h>
```

```
int main()  
{  
    char a = 64;  
    a = a - 92 - (-5);  
    printf("%d", a);  
    return 0;  
}
```

-23

```
#include <stdio.h>

int main()
{
    int a, b, c;
    a = 10;
    b = 1;
    c = a--;
    printf("%d", c);
    return 0;
}
```

10

```
#include <stdio.h>

int main()
{
    int x;
    for(;;)
    {
        x++;
        if(x == 10)
            break;
    }
    printf("%d", x);
    return 0;
}
```

10


```
#include <stdio.h>
```

```
int main()  
{  
    int i;  
    printf("%d,%d", 1, i);  
    return 0;  
}
```

1,4203553

```
#include <stdio.h>
```

```
int main()  
{  
    float x = 20;  
    x = -x / ++x;  
    printf("%f", x);  
    return 0;  
}
```

-0.952381

```
#include <stdio.h>
```

```
int main()  
{  
    char c;  
    int x, y, z;  
    x = 5;  
    y = 6;  
    printf("%d, ", x ^ y);  
    printf("%d, ", z ^ z);  
    printf("%d, ", c ^ c);  
    printf("%d, ", c ^ c);  
    return 0;  
}
```

```
3,0,0,0,
```

```
#include <stdio.h>
```

```
int main()  
{  
    printf("Good\nWo\rrk");  
    printf("Good %c work", 90);  
    return 0;  
}
```

```
Good  
Wo  
rkGood Z work
```

```
#include <stdio.h>
```

```
int main()  
{  
    int *p, **q, i = 10;  
    p = &i;  
    q = &p;  
    free(p);  
    printf("%d,%d", i, p);  
    return 0;  
}
```

10,2293428

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    char abc[][2]={'a','b','c','d','e','f','g','h'};
```

```
    printf("%s", abc[1]);
```

```
    return 0;
```

```
}
```

cdefgh

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    char abc[][2]={'a','b','c','d','e','f','g','h'};
```

```
    printf("%s", abc[2]);
```

```
    return 0;
```

```
}
```

```
efgh
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    printf("%s%s%s", ("Zoho" "corp"), ("Campus" "corp"),  
           ("Zoho" "Corporation"));
```

```
    return 0;
```

```
}
```

ZohocorpCampuscorpZohoCorporation


```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int x= 3, y = 4, z = 4;
```

```
    printf("ans = %d\n", (z >= y >= x?100:200));
```

```
    return 0;
```

```
}
```

```
ans = 200
```

```
#include <stdio.h>
```

```
int main()  
{  
    int i=0;  
    do  
    {  
        printf("%d",i);  
    } while(i++);  
    return 0;  
}
```

0

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    struct num
```

```
    {
```

```
        int n1:2;
```

```
        int n2:3;
```

```
        int n3:4;
```

```
    };
```

```
    struct num n;
```

```
    n.n1 = 3;
```

```
    n.n2 = 4;
```

```
    n.n3 = 5;
```

```
    printf("%d %d %d", n.n1, n.n2, n.n3);
```

```
    return 0;
```

```
}
```

```
-1 -4 5
```