```c
*********Program 35.c ****************************
#include<stdio.h>
//ternary operator;
int main() {
   int a,b;
   scanf("%d%d",&a,&b);
   int m = (a > b) ? a : b;
   printf("max is %d\n", m);
}
*********Program 36.c ****************************
#include<stdio.h>
void useLocal(void);
void useStaticLocal(void);
void useGlobal(void);

int x = 1; //global

int main() {
   int x = 5; //local
   printf("local x in outer scope of main is %d\n",x);

   {  //start new scope
    int x = 7; //new local variable..
    printf("local x in outer scope of main is %d\n",x);

   } //end new scope..

   printf("local x in outer scope of main is %d\n",x);

   useLocal();
   useStaticLocal();
   useGlobal();
   useLocal();
   useStaticLocal();
   useGlobal();
   printf("local x in main is %d\n",x);
}

void useLocal(void) {

 int x = 25;
 printf("local x is %d after entering useLocal()\n", x);
 x++;
 printf("local x is %d before exiting useLocal()\n", x);
}

void useStaticLocal(void) {
 static int x = 50;
 printf("static x is %d after entering useStaticLocal()\n", x);
 x++;
 printf("static x is %d before exiting useStaticLocal()\n", x);
}

void useGlobal(void) {
   printf("global x is %d after entering useGlobal()\n", x);
   x = x * 10;
   printf("global x is %d before exiting useGlobal()\n", x);
}
*********Program 37.c ****************************
#include "myinclude.h"
#define PI 3.1412
#define sqr(x) (x) * (x)
```

```c
int main() {
  printf("value of x is %d\n", x);
  float y  = 1;
  y = y + PI;
  printf("value of y and PI is %f %f\n", y, PI);
  printf("square of %d is %d \n", 5 + 1, sqr(5 + 1));
}
```