Sheet-2 (Operator –I ) Solution

1. #include<stdio.h>

main()

{

int a=12,b;

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

}

* 12 12

1. #include<stdio.h>

main()

{

int a=10, b=5,c,d;

c=a>9;

d=a>3 && b!=3;

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

}

* c= 1, d= 1

1. #include<stdio.h>

main()

{

int a=100, b=200,c;

c=(a==100 || b>200);

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

}

* c= 1

1. What will be the output of the following ‘C’ code?

main ( )

{

int x = 128;

printf (“\n%d”, 1 + x ++);

}

* 129

1. #include <stdio.h>

main()

{ int a=30,b=40,x;

x=(a!=10) && (b=50);

printf("%d",x);

}

* 1

1. #include <stdio.h>

main()

{

int x=11,y=6,z;

z=x==5||y!=4;

printf("%d",z);

}

* 1

1. #include <stdio.h>

int main()

{

int x= -7 - -9;

int y= -7 - -(-9);

printf("x=%d\ny=%d\n",x,y);

return 0;

}

* x=2

y=-16

1. #include <stdio.h>

int main()

{

int x;

x= 9 % 5 \* 4;

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

return 0;

}

* x=16

1. #include <stdio.h>

int main()

{

int x;

x= 4 - 6 \* 5/5 + 7 % 2;;

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

return 0;

}

* x=-1

1. #include <stdio.h>

int main()

{

printf("%d, %d \n",7/4,7%4);

printf("%d, %d \n",7/-4,7%-4);

printf("%d, %d \n",-7/4,-7%4);

printf("%d, %d \n",-7/-4,-7%-4);

return 0;

}

* 1, 3

-1, 3

-1, -3

1, -3

1. #include <stdio.h>

int main()

{

int a;

float b ;

a=9 % 4;

b= 9 % 4;

printf("%d, %f \n",a,b);

return 0;

}

* 1, 1.000000

1. #include <stdio.h>

int main()

{

float a=7, b=3 ;

int c=a % b;

printf("%d",c);

return 0;

}

* main.c: In function ‘main’:

main.c:13:13: error: invalid operands to binary % (have ‘float’ and ‘float’)

int c=a % b;

^

1. #include <stdio.h>

int main()

{

int a;

a=5^ 8-3\*2;

printf("%d",a);

return 0;

}

* 7

1. #include <stdio.h>

int main()

{

float b;

b=15/3;

printf("%f, %f",b,15/3);

return 0;

}

* 5.000000, 0.000000

1. #include <stdio.h>

int main()

{

int x=10,y=-20;

x=!x;

y=!y;

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

return 0;

}

* x= 0, y= 0

1. #include <stdio.h>

int main()

{

int x=0,y=1;

x=!x;

y=!y;

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

return 0;

}

* x= 1, y= 0

1. #include <stdio.h>

int main()

{

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

printf("ans= %d", z>=y&&y>=x?1:0);

return 0;

}

* ans= 1

1. #include <stdio.h>

int main()

{

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

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

return 0;

}

* ans= 200

1. #include <stdio.h>

int main()

{

int x=-4,y,z=10;

y=x%-3;

y=(y ? 0 : z\*z);

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

return 0;

}

* Y= 0

1. #include <stdio.h>

int main()

{

int k=12,n=30;

k=(k>5 && n=4?100:200);

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

return 0;

}

* Lvalue required(error n=4)

1. #include <stdio.h>

int main()

{

int c=0,d=5,e=10,a,b;

a=c>1?d>1 || e>1?100:200:300;

b= c!=1?d>1 || e>1?100:200:300;

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

return 0;

}

* a= 300, b= 100

1. int main()

{

int i = 1, 2, 3;

printf("%d", i);

return 0;

}

* compile time error

1. #include <stdio.h>

int main()

{

int i = (1, 2, 3);

printf("%d", i);

return 0;

}

* 3

1. #include <stdio.h>

int main()

{

int i;

i = 1, 2, 3;

printf("%d", i);

return 0;

}

* 1

1. #include <stdio.h>

int main()

{

int a=10,b=10;

printf("ans= %d",a>b?a\*a:b/b);

return 0;

}

* ans= 1

1. #include <stdio.h>

int main()

{

int x=0,y=20;

x=!!x;

y=!x&& !y;

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

return 0;

}

* x= 0, y= 0

1. #include<stdio.h>

main()

{

int a=2,b=3,c=1,d;

d=a<b>=c;

printf("%d",d);

}

* 1

1. #include<stdio.h>

void main()

{

int a=23,b=12,c=10,d;

d=c+2=b+1=a;

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

}

* lvalue required

1. #include<stdio.h>

main()

{

int a=2,b=3,c=1,d;

d=a<b<c-1;

printf("%d",d);

}

* 0

1. #include<stdio.h>

main()

{

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

c==a=b;

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

}

* Lvalue

1. #include<stdio.h>

main()

{

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

c=a==b;

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

}

* 10 20 0

1. #include<stdio.h>

main()

{

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

c==a==b;

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

}

* 10 20 30

1. #include<stdio.h>

main()

{

int a=10,b;

b=a>5?100:200;

printf("%d",b);

}

* 100

int main()

{

int k=12,n=30;

k=(n=4 && n==4?100:200);

printf("k= %d",n) ;

return 0;

}

Ans:-N=200



int main()  
{  
    int a=10,b=20,c=30;  
c=(10,20)==(c,b);  
printf("%d",c);  
  
  
    return 0;  
}  
ans :1

36. int main()  
{  
int a=10,b=20,c=30;  
printf("ans= %d",a>b? a>c?a:c : b>c?b:c);  
  
    return 0;  
}  
  
ans= 30

1. #include<stdio.h>

main()

{

int a=012,b=034;

int x=0x12,y=0x34;

intc,d,u,v;

c=a&&b;

d=a||b;

u=x&&y;

v=x||y;

printf(“%d%d%d%d",c,d,u,v);

}

* 1 1 1 1

1. #include<stdio.h>

main()

{

int i=10,j;

j=++i++;

printf("%d%d",i,j);

}

* lvalue

1. #include<stdio.h>

main()

{

inti=10,j=11,k,l;

k=i+++j;

l=i+++++j;

printf("%d%d",l,k);

}

* Lvalue

1. #include<stdio.h>

main()

{

int x=20,y=35;

x=y++ + x++;

y=++y + ++x;

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

}

* 56 93

1. #include<stdio.h>

main()

{

inti=100,j=20;

i++=j;

printf("%d%d",i,j);

}

* Lvalue

1. #include<stdio.h>

main()

{

inti=0,j=1,k=2,l;

l=i||j++&&++k;

printf("%d%d%d%d",i,j,k,l);

}

* 0 2 3 1

1. #include<stdio.h>

main()

{

inti=0,j=1,k=2,l;

l=++i||j++&&++k;

printf("%d%d%d%d",i,j,k,l);

}

* 1 1 2 1

1. #include<stdio.h>

main()

{

inti=0,j=1,k=2,l;

l=++i&&j++||++k;

printf("%d %d %d %d",i,j,k,l);

}

* 1 2 2 1

1. #include<stdio.h>

main()

{

inti=0,j=1,k=2,l;

l=++i &&--j||++k;

printf("%d%d%d%d",i,j,k,l);

}

* 1 0 3 1

1. #include<stdio.h>

main()

{

inti=0,j=1,k=2,l;

l=++i&&j--||++k;

printf("%d%d%d%d",i,j,k,l);

}

* 1 0 2 1

1. #include<stdio.h>

main()

{

float a=0.9;

int c;

c=a<0.9;

printf("%d",c);

}

* 1

1. #include<stdio.h>

main()

{

float a=0.5;

int c;

c=a<0.5;

printf("%d",c);

}

* 0

1. #include<stdio.h>

main()

{

float a=0.9;

int c;

c=a<0.9f;

printf("%d",c);

}

* 0

1. #include<stdio.h>

main()

{

int a=0,b=0;

++a==0||++b==||;

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

}

* Error

1. #include<stdio.h>

main()

{

int x=4+2%-8;

printf("%d",x);

}

* 6

1. #include<stdio.h>

main()

{

int i=5;

i=!i>3;

printf("%d",i);

}

* 0

1. #include<stdio.h>

main()

{

int a=10,b=70,c;

c=b=a\*=2;

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

}

* 20 20 20

1. #include<stdio.h>

main()

{

int c=- -2;

printf("%d",c);

}

* 2

1. #include<stdio.h>

main()

{

int c=--2;

printf("%d",c);

}

* Error

1. #include<stdio.h>

main()

{

inti=5;

printf("%d%d%d%d%d",i++,i--,++i,--i,i);

}

* 4 5 5 5 5

1. #include<stdio.h>

main()

{

200;

printf("%d",200);

}

* 200

1. #include<stdio.h>

main()

{

int i=-1;

+i;

printf("%d%d",i,+i);

}

* -1 -1

1. #include<stdio.h>

main()

(

char not;

not=!2;

printf("%d",not);

}

* 0

1. #include<stdio.h>

main()

{

int k=1;

printf("%d==1 is""%s",k,k==1?"True":"False");

}

* 1==1 is True

1. #include<stdio.h>

main()

{

const int i=4;

float j;

j=++;

printf("%d%d",i,++j);

}

* Error

1. #include<stdio.h>

main()

{

inti=5;

printf("%d",i=++i==6);

}

* 1

1. #include<stdio.h>

main()

{

floatx,y;

x=7:y=10;

x\*=y\*=y+28.5;

printf("%f%f",x,y);

}

* Error

1. #include<stdio.h>

main()

{

unsigned a=-1;

int b;

printf("%u",a);

printf("%u",++a);

}

* 42949672950

1. #include<stdio.h>

main()

{

float u=3.5;

int v,w,x,y;

v=(int)(u+0.5);

w=(int)u+0.5;

x=(int)((int)u+0.5);

y=(u+(int)0.5);

printf("%d%d%d%d",v,w,x,y);

}

* 4 3 3 3

1. #include<stdio.h>

main()

{

int u=3.5,v,w,x,y;

v=(int)(u+0.5);

w=(int)u+0.5;

x=(int)((int)u+0.5);

y=(u+(int)0.5);

printf("%d%d%d%d",v,w,x,y);

}

* 3 3 3 3

1. #include <stdio.h>

int main()

{

int a=3,b=4;

b%=3+4;

a\*=a+5;

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

return 0;

}

Ans:- b= 4 a= 24

1. #include <stdio.h>

int main()

{

int x=3,z;

z=x/++x;

printf("x= %d z= %d \n",x,z);

return 0;

}

Ans:- x= 4 z= 1

1. int main()

{

inti = 3;

printf("%d", (++i)++);

return 0;

}

Ans:- compiler problem

1. #include<stdio.h>

int main()

{

int a = 2,b = 5;

a = a^b;

b = b^a;

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

return 0;

}

Ans:- 7 2

1. int main()

{

int x=10,y;

y=--x--;

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

return 0;

}

Ans:- Error(syntax error)

{

int i=0,j=0,k=2,l;//k=3

l=i && j++ || ++k;// 1

printf("%d %d %d %d",i,j,k,l);//1 1 2 1

}