First Programs

9th January, 2019

Print “Hello, world!”

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
    return 0;
}
```

Print “Hello, world!”

```c
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
            Hello, world!
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
            "Hello, world!"
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
            "Hello, world!"    ← String
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!")
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!")  ← Function
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!")    ← log(x)
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!")    ⟵ sin(x)
    return 0;
}
```

Print “Hello, world!”

```c
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
    return 0;
}
```

Print “Hello, world!”

```c
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");  ← End of sentence
    return 0;
}
```

Print “Hello, world!”

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
    return 0;
}
```

Add two numbers

Add two numbers

```
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4);
    return 0;
}
```

Add two numbers

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4);
    return 0;
}
```

Add two numbers

```
#include <stdio.h>
int main(void)
{
                    3 + 4
    return 0;
}
```

Add two numbers

```
#include <stdio.h>
int main(void)
{
    printf(      3 + 4)
    return 0;
}
```

Add two numbers

```
#include <stdio.h>
int main(void)
{
    printf("%d"  3 + 4)  ← Format String
    return 0;
}
```

Add two numbers

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4)  ← Separator
    return 0;
}
```

Add two numbers

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4); ← End of sentence
    return 0;
}
```

Add two numbers

```
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4);
    return 0;
}
```

Calculator

Calculator

```
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4);
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 + 4); ← Addition
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 - 4); ← Subtraction
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 * 4); ← Multiplication
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 / 4); ← Division
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 3 % 4); ← Modulus (Remainder)
    return 0;
}
```

Calculator

```
#include <stdio.h>
int main(void)
{
    printf("%d", 3 % 4); ← 3
    return 0;
}
```

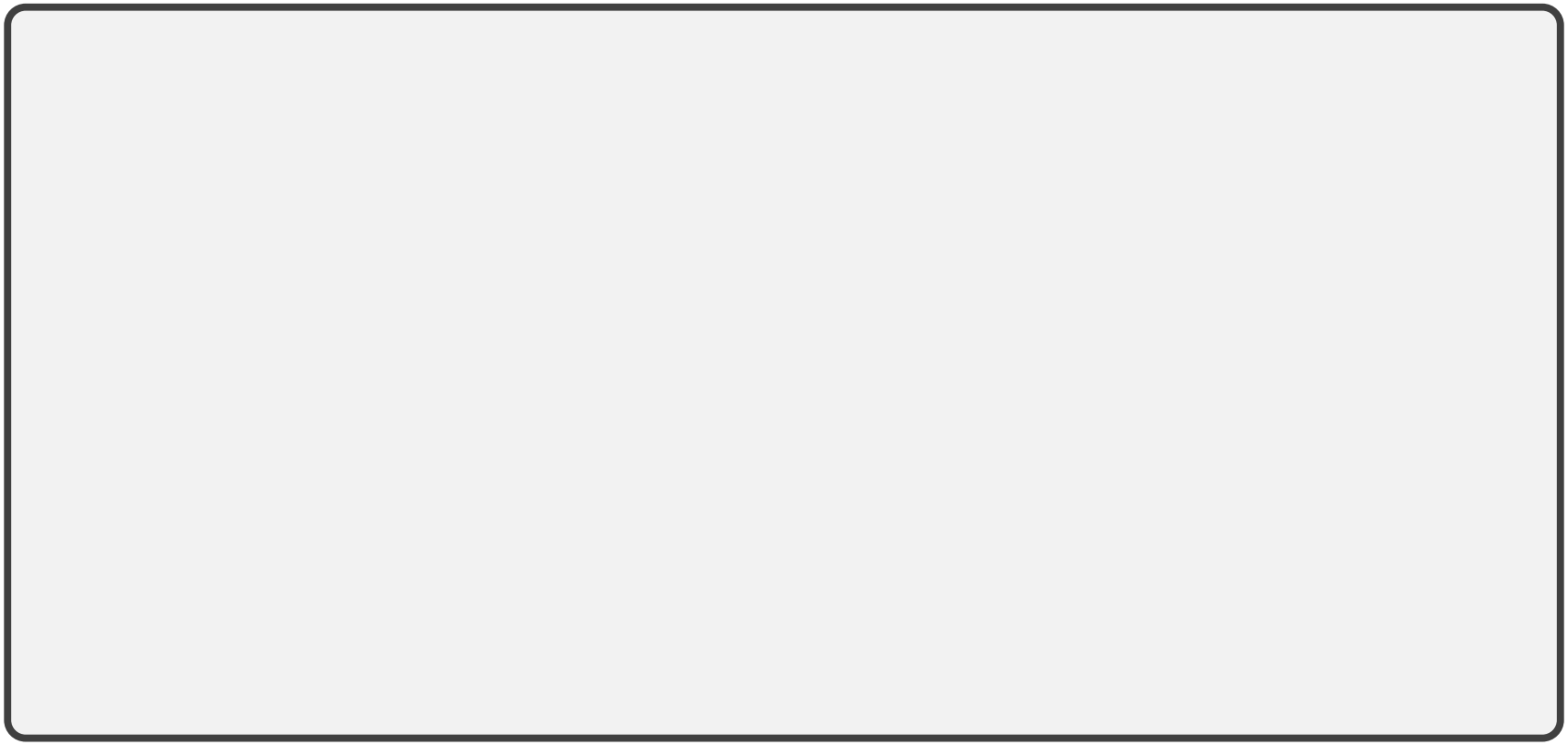
Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 4 % 3);
    return 0;
}
```

Calculator

```c
#include <stdio.h>
int main(void)
{
    printf("%d", 4 % 3); ← 1
    return 0;
}
```

Addition



Addition

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




    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
        a, b



    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
        a, b  ← Variables



    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
        a, b  ← Variables -- Type?



    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b  ← Variables Integer.



    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;



    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;


    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;

    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
                    a + b
    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf(      a + b)
    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d"  a + b)
    return 0;
}
```

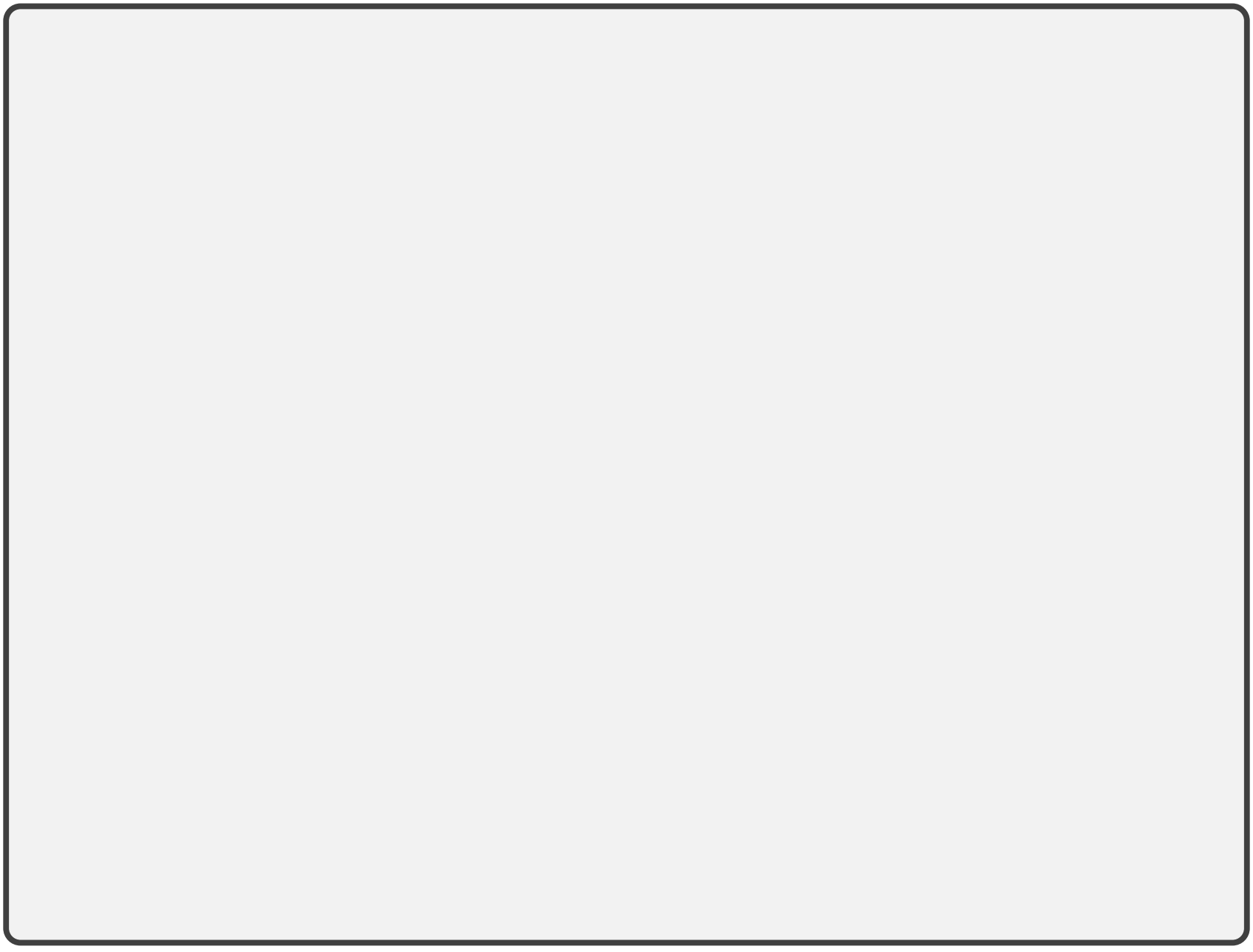
Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", a + b)
    return 0;
}
```

Addition

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", a + b);
    return 0;
}
```

Swapping two variables



Swapping two variables

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









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
        a, b  ← Variables









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b  ← Type




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b; ← Separator









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", a);









    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", a); ← 3




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a; ← t has the value of a




    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;



    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b; ← a has the value of b



    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
          ← b should have the old value of a


    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
    b = t; ← b should have the old value of a


    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
    b = t;
    printf("%d", a);

    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
    b = t;
    printf("%d", a); ← 4

    return 0;
}
```

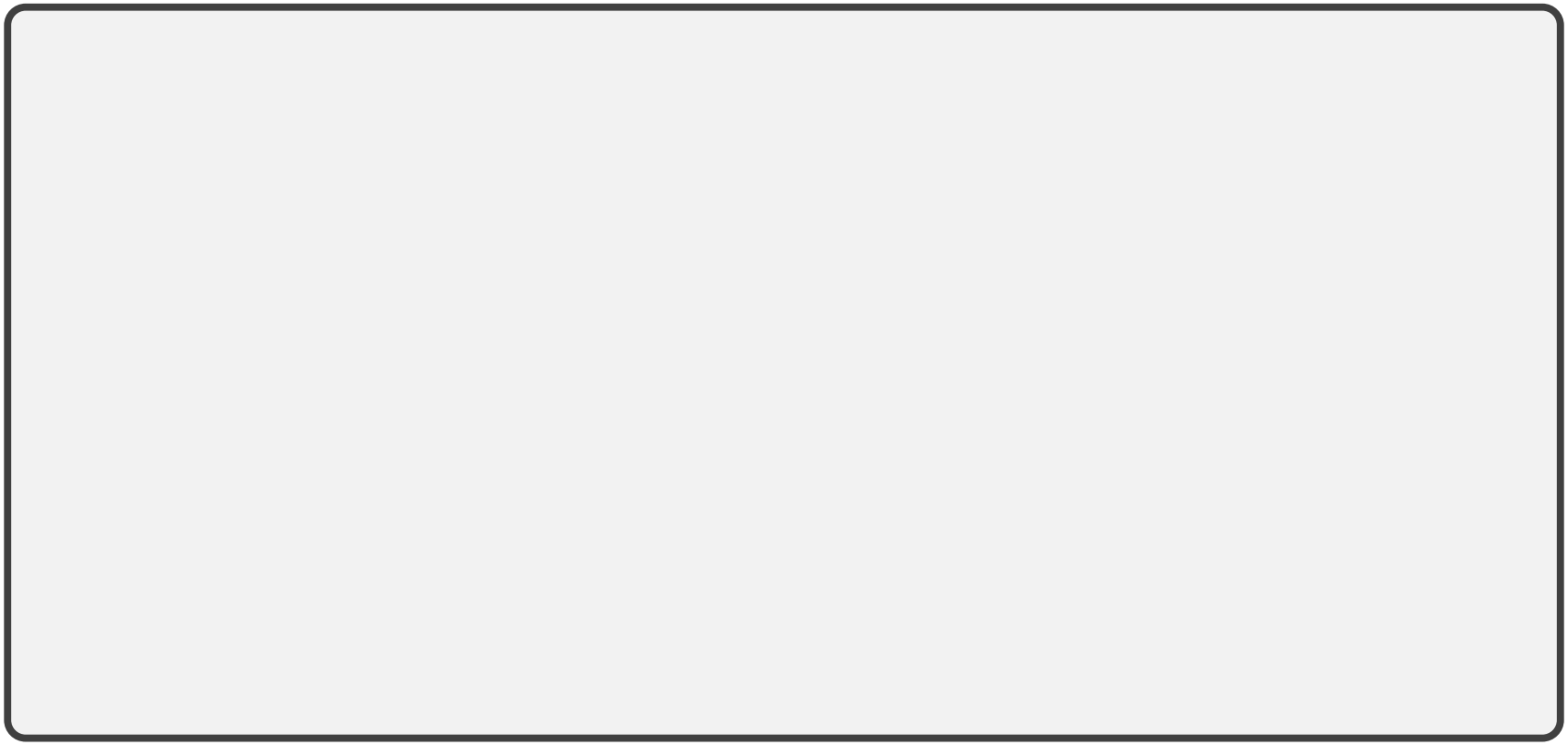
Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
    b = t;
    printf("%d", a); ← 4
    printf("%d", b);
    return 0;
}
```

Swapping two variables

```
#include <stdio.h>
int main(void)
{
    int a, b, t;
    a = 3;
    b = 4;
    printf("%d", a); ← 3
    printf("%d", b); ← 4
    t = a;
    a = b;
    b = t;
    printf("%d", a); ← 4
    printf("%d", b); ← 3
    return 0;
}
```

Does a divide b?



Does a divide b?

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




    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
                ← Declare variables



    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b; ← Declare variables



    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;


    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;

    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
                              ← Find the remainder
    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
                    b % a   ← Find the remainder
    return 0;
}
```

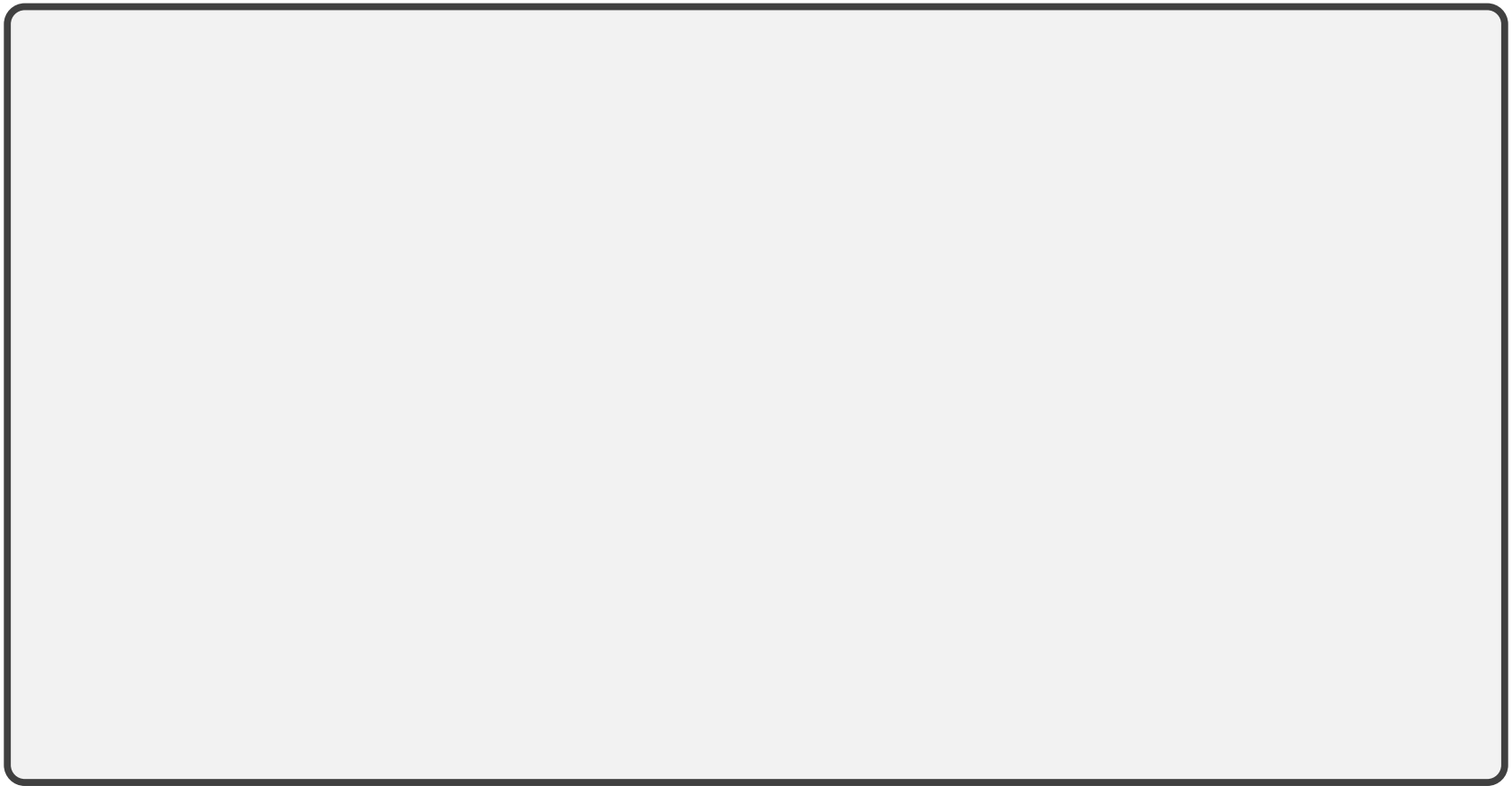
Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
                    b % a   ← Print the remainder
    return 0;
}
```

Does a divide b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    printf("%d", b % a); ← Print the remainder
    return 0;
}
```

Does a divide b? (We can do better.)



Does a divide b? (We can do better.)

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









    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b; ← Declare variables




    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;


    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    If a divides b print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    If a divides b print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if a divides b print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if a divides b print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if b % a = 0 print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if b % a == 0 print "Yes",
    else print "No";
    return 0;
}
```

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if b % a == 0 print "Yes",
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) print "Yes",
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) print "Yes",
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes"),
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes"),
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else printf("No").
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else printf("No").
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

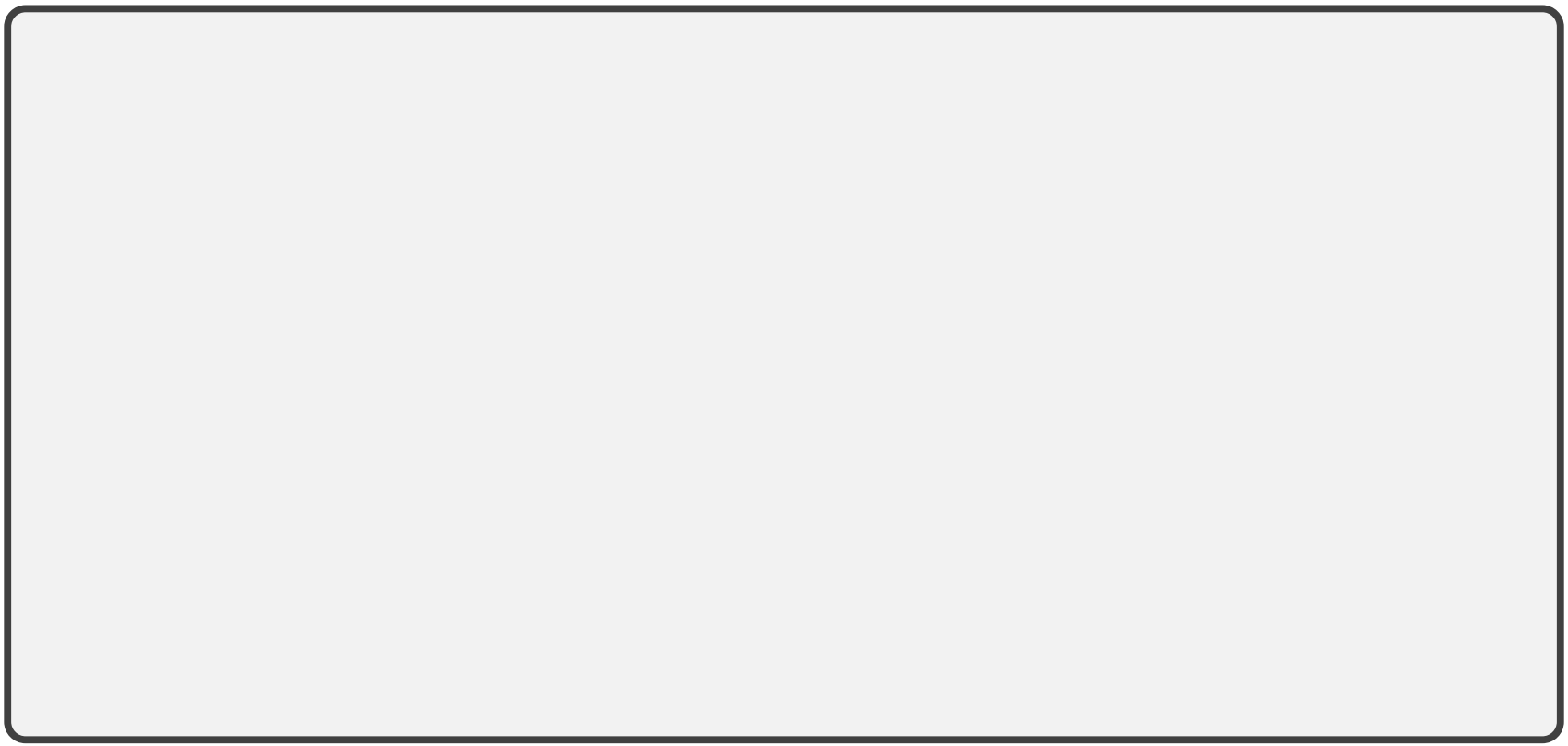
```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Does a divide b? (We can do better.)

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (b % a == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a an even number?



Is a an even number?

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




    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a; ← Declare a




    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;


    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    If 2 divides a print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    If 2 divides a print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if 2 divides a print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if 2 divides a print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if a % 2 == 0 print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if a % 2 == 0 print "Yes",
    else print "No";
    return 0;
}
```

Assignment	a = 3	Store the value 3 in a
Equality	a == 3	Is the value of a equal to 3

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) print "Yes",
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes"),
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes"),
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else print "No";
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else print "No".
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No").
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No").
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a an even number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a an odd number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

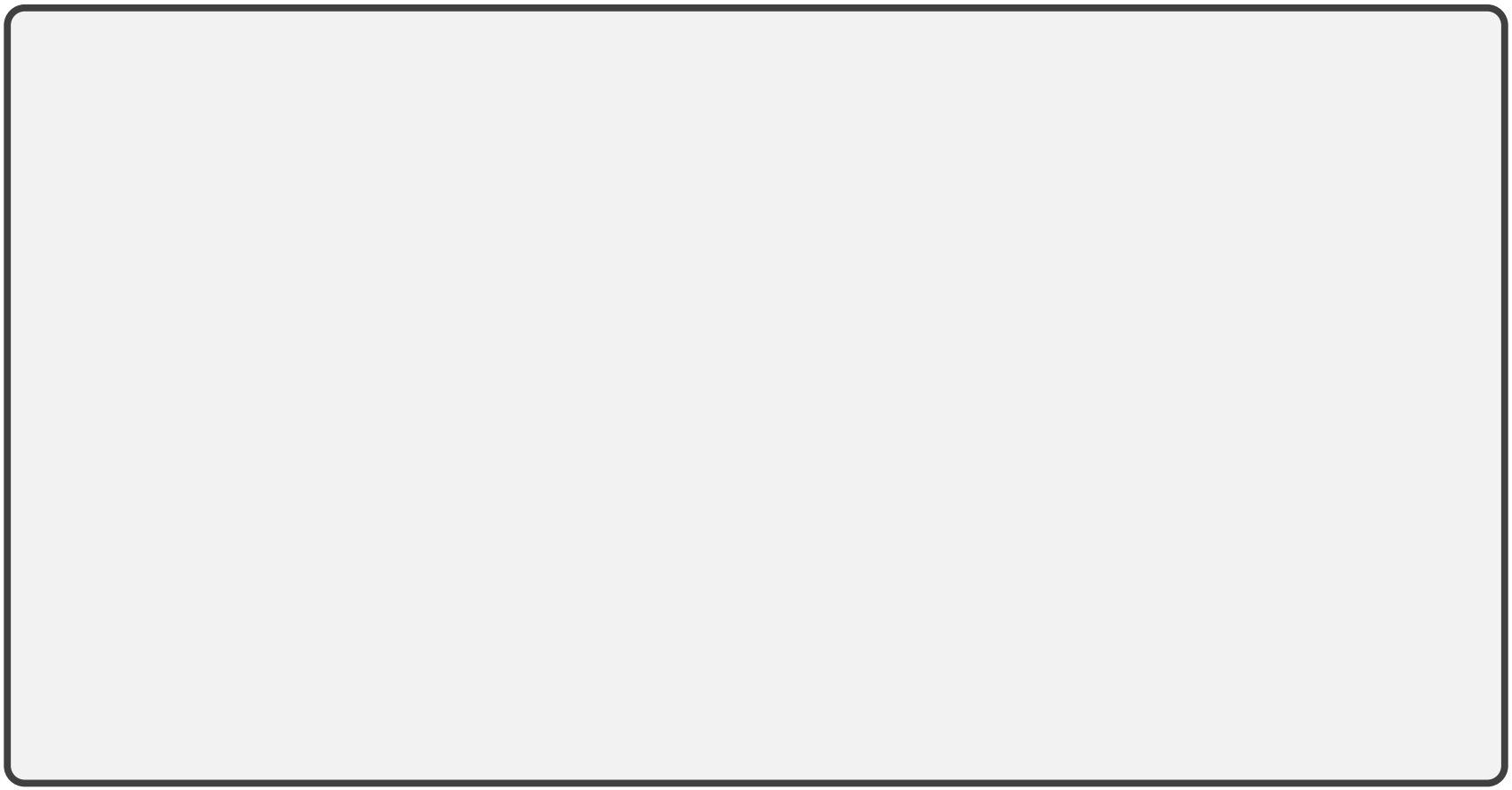
Is a an odd number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 0) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a an odd number?

```
#include <stdio.h>
int main(void)
{
    int a;
    a = 3;
    if (a % 2 == 1) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a greater than b?



Is a greater than b?

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









    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b; ← Declare variables




    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;


    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    If a > b print "Yes",
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if a > b print "Yes",
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if a > b print "Yes",
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) print "Yes",
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) print "Yes",
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) printf("Yes");
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) printf("Yes");
    else print "No".
    return 0;
}
```

Is a greater than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a less than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a less than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a > b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a less than b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a < b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a < b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a < b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a == b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a greater than or equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a == b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a greater than or equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a >= b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a less than or equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a >= b) printf("Yes");
    else printf("No");
    return 0;
}
```

Is a less than or equal to b?

```
#include <stdio.h>
int main(void)
{
    int a, b;
    a = 3;
    b = 4;
    if (a <= b) printf("Yes");
    else printf("No");
    return 0;
}
```