**1.**

#include<stdio.h>

int main()

{

int a = 25, b =5;

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

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

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

printf("~a: %d\n", ~a);

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

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

return 0;

}

**2.**

#include<stdio.h>

int main()

{

int a = 25, b = 5;

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

printf("a += b: %d\n", a += b);

printf("a -= b: %d\n", a -= b);

printf("a \*= b: %d\n", a \*= b);

printf("a /= b: %d\n", a /= b);

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

printf("a &= b: %d\n", a &= b);

printf("a |= b: %d\n", a |= b);

printf("a >>= b: %d\n", a >>= b);

printf("a <<= b: %d\n", a <<= b);

return 0;

}

**3.**

#include<stdio.h>

int main()

{

int num = 20;

int\* add\_of\_num = &num;

printf("sizeof(num) = %d bytes\n", sizeof(num));

printf("&num = %p\n", \*add\_of\_num);

printf("(20 < 40) ? 20 = %d\n", (20 < 40) ? 20 : 40);

printf("(float)num = %f\n", (float)num);

return 0;

}