

1.)

```
int z1,z2,z3,x=7,y=4;
float c1,c2,c3,a=2.5,b=-0.5;
```

```
z1 = x%y - a ;// int = 0
z2 = 1 + y * b ;// int = -1
z3 = b / 3 ; // int = 0
c1 = x + a*2 ;// float = 12.000000
c2 = x%2 * y ; // float = 4.000000
c3 = x - 3/y ; // float = 7. .0000002.)
```

2.)

```
int x=1, y=2, z1, z2 ;
float a=3.0, b=4.0, c1, c2 ;
```

```
z1 = x+y/a ;
int z1 = 1+2/3.0 = 1
z2 = (x+y)/a ;
int z2 =(1+2)/3.0 = 1
c1 = x*((a - b)/y + x) ; // Float
c1 = 1*((3.0 - 4.0)/2 + 1) = 0.50000
c2 = (y+x%y) * a ; // float
c2 = (2+1%2) * 3.0 = 9.000000
```

3.)

```
int a=1, b, c, d ;
```

```
a = b = 3<5 ; // = 1
c = a == b ; // = 1
d = a != (b + 1) ;// = 1
```

4.)

```
int val1=3 ; int val2=4 ;
double val3=3.0 ; double val4=7.0 ;
double result1, result2 ;
```

```
result1 = val4 + val1/val2 ; // 7.0 + 3/4 = 7.0
result2 = val4 + val3/val2 ; // 7.0 + 3.0/4 = 7.75
```

5.)

```
int a=5 , b=2 , c=3,z;
double x=1.0 ;
```

```
a<b && c<b; = 0 && 0; = 0
z = a<!b || !!a; = 1 || !!5; = 1
z = a+b <!c+c; = 7 < 3 ; // = 0
z = a-x || b*c && b/a; = 4.0 || 6 && 0.4; = 1
z = a- (x || b*c && b/a); = 5- (1); = 4
```

6.)

```
int x1, x2, x3, x4, x5, num1=1, num2=2, num3=3;
```

```
x1 = !num1; // = 0
x2 = !(num2 >= num3); // = 1
x3 = (num1+num2 == num3) || (num2 > num3); // = 1
x4 = (num2 != num3) && (num1-num3 <= 5); // = 1
x5 = !( (num2 == num3) || (num1 <= 0) ); // = 1
```

7.)

```
int num1=32, num2=10;
num1 += num2 % 10 ;
num2 *= num1++ - 1 ;
num1 /= num2 + 3 ;
num2 -= -- num1 ;
printf("\nnum1 = %d\tnum2 = %d", num1, num2); // = num -1, num2 311
```

8.)

```
int a=0, b=2, x, y ;
x = (++a * a--) * (--b * b++) ;
//      x = (1 * 0--) * (1 * 2++) ;
// a=0, b=2, x=1, y ;
y = (!(a || b)) ? (a+b) : (a-b) ;
// -2 = (0) ? (2) : (-2) ;
// a=0, b=2, x=1, y =-2 ;
```

9.)

```
int m=-5, n=2, x ;
x = ++m ;
// x = -4 m = -4 v
x /= n+1 ;
// x = -4/2+1 x = -1 v
n = (x-m) % n ;
// n = (-5) % 1
// n = 1
m += x+n && n++ ;
// m = (-4) + (-3 && 1) = -4
// m = -4
```

10.)

```
int m=-6, n=0, x ;
x = --m ;
// x = -7
// m = -7
x *= -2 ;
// x = 14
// n = 0
n = (x+m) % x ;
// n = 7
m = x-n==n && -m==n ;
// m = 1
```