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