**1：**

**you can ues the{ } to define a null statement.**

**if(isalpha(c))**

**{ }else{**

**return(printf("You did not enter an alphabetic character\n"));**

**}**

**2:**

**void print(int f){**

**if(f == ‘c’){**

**printf(“%s”,f);**

**}else if(f == ‘i’){**

**printf(“%d”,f);**

**}else if(f == ‘d’ || f == ‘f’){**

**printf(“%f”,f);**

**}else{**

**printf(“error!”);**

**}**

**}**

**3:**

**4 3 2 1 bacause when the I equals 0,the for loop will be break.**

**4:**

**2 beacause the beginning I equals 3, then i-- and i<7 so system print 2,the end i=7 doesn,t less than 7,so it’s over.**

**5:**

**the problem is Each cycle you give I an initial value of 2, So this is a dead cycle.**

**slove: You can assign I a value of 2 at initialization**

**final result :2 4 6**

**6:**

**delete the float PI = 22/7.0 ,Using macro definitions #define PI 3.14**

**7:**

**The declaration just tells you what I am, without specific details, but the definition has specific content.**

**8:**

**d is incorrect, A variable can only be a specific value, not a range.**

**9:**

**(a) The left value of the remainder operator must be an integer**

**(b)printf(“good”); It is a statement and has no return value type. It cannot be assigned to a variable.**

**(c) K, Because the ascall code for capital letters is 65, plus 10, it's 75, or K for capital letters.**

**(d)10,16. A is to add one after operation and B is to add one before operation.**

**10:**

**(a)w=12 w=7 x=21 w=33 z=0**

**(b)x=11 y=4 z=-11 w=-1 s=9 t=10**

**x=11 y=4 z=-44 w=44 s=-35 t=-25**