

## Solution to question One

The bug in the code given that makes it runs correctly is:

Answer:

```
#include <stdio.h>
```

```
int x = 1;
```

```
main()
```

```
{
```

```
    if(x==1)    printf ("x  
equals 1");
```

```
    else    printf ("x does not  
equal 1");    return 0;
```

```
}
```