

Board has Pwm mapped on the PB04

It supports native Pwm via Timer.

logical question

1) `int a = 1;`
`int b = 0;`
`printf("%d", a & b || a);` = 0

2) volatile

The volatile keyword in C is a type qualifier that informs the compiler that a variable value may change.

3) int fun() and int fun(void)

`int fun()` → Function with unspecified arguments.

yes (compiler allow argument)

`int fun(void)` → Function with no arguments at all.

not all arguments.

4) break is used in loop

It will terminate the loop if the condition is true.

5) `printf("%d", sizeof(i));`

Ans: 4

6) int a=1, b=2

int c=a++ + b;

Print(c)

$$\begin{array}{r} 1 \\ a++ + b \\ 1 \quad 2 \\ = 3 \end{array}$$

7) int a=5
Print("%d", ++a + ++a)

direct it will do
Post increment then
it will try to do
Pre increment.

It is an l value error

8).

8 9 2 1
0 1 0 1

1's = 1 0 1 0

2's 1 0 1 0

0 1 1 1

0 0 0 1 1 0 1 0

1 1 1 0 0 1 0 1 0

1 1 1 0 1 0 1 0

9). What happens if you access an array out of bound?

It may compile, may run but it
is undefined behavior.

① Segmentation fault

② may overwrite other variables

③ slow garbage output

④ corrupt memory stack.

ex
 int arr[3] = {10, 20, 30};
 printf("%d", arr[3]);

⇒ It returns the garbage value.

```
int a = 5; printf("%d", a);
{
  int a = 10; printf("%d", a);
}
```

Output
 5
 10

[Scope of a variable]

Can a function return an array in C?

No directly not.
 using pointer we can

```
int i;
for (i=0; i<10; i++)
  printf("%d", i);
```

// 10

Due to ;

Inside loop nothing

will happen

1 1 < 10 i++ → 2

2 2 < 10 i++ → 3

⋮ ⋮ ⋮

8 8 < 10 i++ → 9

9 9 < 10 i++ → 10

will be
 flushed.

10 10 < 10
 ✗

int xptr;
xptr = 5; // already it contains garbage,
// trying to write the 5 in the
// garbage

[undefined behavior]

- 1) may garbage value
- 2) Segmentation fault
- 3) Corrupts random memory

Compiler - okay
CPU - mmm, okay
memory controller \rightarrow nope

const int x = 10;

x = 20;

~~x = 10~~ already declared in constant so again

we can't change its value