

```
main.c
1 #include <stdio.h>
2 int main()
3 {
4     unsigned int w, x, y, z, e, f;
5     unsigned int g;
6
7     /* Print header for K-map. */
8     printf("      yz      \n");
9     printf("      00 01 11 10 \n");
10    printf("      _____ \n");
11
12    /* row-printing loop */
13    for (w = 0; 2 > w; w = w + 1) {
14        for (f = 0; 2 > f; f = f + 1) { /* used to get the special pattern 00,01,11,10 instead of 00,01,10,11 */
15            if (w == 0) {
16                x = f;
17            } else {
18                x = 1 - f;
19            }
20            printf("wx=%02u | ", w, x);
21
22            /* Loop over input variable y in binary order. */
23            for (y = 0; 2 > y; y = y + 1) {
24                /* Loop over z in binary order. */
25                for (g = 0; 2 > g; g = g + 1) { /* used to get the special pattern 00,01,11,10 instead of 00,01,10,11 */
26                    if (y == 0) {
27                        z = g;
28                    } else {
29                        z = 1 - g;
30                    }
31                    if ((w & !x & y & !z) | !w | (!x & !y)) {
32                        printf("1 ");
33                    } else {
34                        printf("0 ");
35                    }
36                }
37            }
38
39            /* End of row reached: print a newline character. */
40            printf("\n");
41        }
42    }
43    return 0;
44 }
```

Input

	yz
	00 01 11 10
wx=00	1 1 1 1
wx=01	1 1 1 1
wx=11	0 0 0 0
wx=10	1 1 0 1