

```
main.c | CMake
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
15        for (f = 0; 2 > f; f = f + 1) { /* used to get the special pattern 00,01,11,10 instead of 00,01,10,11 */
16
17            if (w == 0) {
18                x = f;
19            } else {
20                x = 1 - f;
21            }
22            printf("wx=%u | ", w, x);
23
24            /* Loop over input variable y in binary order. */
25            for (y = 0; 2 > y; y = y + 1) {
26                /* Loop over z in binary order. */
27                for (g = 0; 2 > g; g = g + 1) { /* used to get the special pattern 00,01,11,10 instead of 00,01,10,11 */
28                    if (y == 0) {
29                        z = g;
30                    } else {
31                        z = 1 - g;
32                    }
33                    if ((x & z) | (w & y)) {
34                        printf("1 ");
35                    } else {
36                        printf("0 ");
37                    }
38                }
39            }
40
41            /* End of row reached: print a newline character. */
42            printf("\n");
43        }
44    }
45
46    return 0;
47 }
```

Input

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