NAME: LAKSHYA KANT MODULE-5

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Question 1) Inputs for "I win the game".

Test Cases:

1) Case 1: a = 1, b = 1

2) Case 2: a = 1, b = 0

3) Case 3: a = 2, b = 3

4) Case 4: a = 4, b = 4

Question 2) * Order of evaluation & precedence:

1. Bitwise AND (&)
2. Relational operators (>=, <=)
3. Bitwise XOR (^)
4. Bitwise OR (|)

* Logic of the condition:

The program prints "I win the game" if either:

(i) a & b >= 1 or,

(ii) a ⊕ b <= 1

subcondition 1: a & b >= 1

subcondition 2: a ⊕ b <= 1

The program evaluates whether either subcondition is True.

* Inputs for "I win the game"

(i) a = 1, b = 1

(ii) a = 1, b = 0

(iii) a = 2, b = 3

(iv) a = 4, b = 4

* The program evaluates the two subconditions in the specified precedence order.
* If either conditions is True, the program print "I win the game".
* otherwise, it prints "I lose the game".