Week-1, Assignment-2

1.
```
#include <stdio.h>
int main()
{
    Printf("%p", main);
    getchar();
    return 0;
}
```

%p stands for

%p is used if we want to print data type & in simple words address of pointer or any other va

→ o/p displayed in hexadecimal value.

2.

```
# include <stdio.h>
int main()
{
    int i ;
    i = 1, 2, 3 ;
    Printf ("i = %d\n", i);
    getchar ();
    return 0 ;
}
```

O/P → i = 1

Variable can't be initialized like i = 1, 2, 3 if we initialized in that ~~type~~ then i = 1

3. # define prod(a,b) a*b

```
int main()
{
    int x=3, y=4;
    Printf("%d", prod(x+2, y-1));
    return 0;
}
```

prod(3+2, 4-1)

a*b

3+2*4-1

based on precedence

3+8-1

assosivity (left to right)

11-1

= 10

o/p : 10

4. #define a 10
int main()
{
#define a 50
Printf("%d", a);
getchar();
return 0;
}

a
10
Global Variable.

a
50
local Variable

#define is used for Constant Value.

When main function get Executed it give preference to local Variable

∴ O/P → 50

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```
# include <stdio.h>
int main()
{   int i=20, j;
    i = (printf("Hello"), printf("All Greeks"));
    Printf("%d", i);
    return 0;
}
```

o/p Hello All Greeks

i = (Hello All Greeks)

i = 20

i = (Hello , printf("All Greeks")

i = All Greeks
1 2 3 4 5 6 7 8 9 10

i = 10

therefore o/p → Hello All Greeks 10

first it will Print Hello then it Prints All Greeks
it is int So it Count the Character & display