

a)float: 102.025101

b)float: -106.970589

c)float: 140.300003

d)float: 10.598673

e)float: 4019.999756

```
#include <stdio.h>
#include <stdlib.h>
int main() {
    float a = 10.2, b = 20.1;
    short c = 200, d = 40, e = 20, f = 15, g = 110;
    printf("%d\n",sizeof(short));
    printf("%d\n",sizeof(float));
    printf("%d:%f\n",sizeof(((a * b) / c) + ((e / f) + 100)),((a * b) / c) + ((e / f) + 100));
    printf("%d:%f\n",sizeof(((c % f) - (b / a) - g)),(c % f) - (b / a) - g);
    printf("%d:%f\n",sizeof((a + b + c / d / e / f + g)),a + b + c / d / e / f + g);
    printf("%d:%f\n",sizeof((a + g) / (b * f) + (a - (f / g))),((a + g) / (b * f) + (a - (f / g))));
    printf("%d:%f\n",sizeof((((g - c) % f) * d) + ((a + b) - a) * c),(((g - c) % f) * d) + ((a + b) - a) * c);
    return 0;
}
```