* char a[] = “1,2,3” ; printf(“%ld\n”,sizeof(a));
* char a[] = {1,2,3}; printf(“%ld\n”,sizeof(a));
* char a[] = {123}; printf(“%ld\n”,sizeof(a));
* char a[] = {}; printf(“%ld\n”,sizeof(a));
* char a[] = “”; printf(“%ld\n”,sizeof(a));
* char a = 123; printf(“%ld\n”,sizeof(a++));
* char a = 123; printf(“%ld\n”,sizeof(++a));
* char \*a = {}; printf(“%ld\n”,sizeof(a));
* char a[] = {65}; printf(“%d\n”,a[0]);
* char a[] = {65}; printf(“%c\n”,a[0]);
* char a[] = “65”; printf(“%d\n”,a[0]);
* char a[] = “65”; printf(“%c\n”,a[0]);
* char a[] = “65”; printf(“%d\n”,a[3]);
* char a[] = “65”; printf(“%c\n”,a[3]);
* char a[] = {65}; printf(“%d\n”,a[0]++);
* char a[] = {65}; printf(“%d\n”,++a[0]);
* char a[] = {65}; printf(“%d\n”,a[0] = 64);
* char a[] = {65}; printf(“%d\n”,a[0] == 64);
* char a[] = {65}; printf(“%d\n”,a[0] != 64);
* char a[] = “65”; printf(“%c\n”,a[0]++);
* char a[] = “65”; fork(); printf(“%d”,a[0]);