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# How to change the output of printf() in main()?

Consider the following program. Change the program so that the output of printf is always 10. It is not allowed to change main(). Only fun() can be changed.

```
void fun()
    // Add something here so that the printf in main prints 10
int main()
   int i = 10;
   fun();
   i = 20;
   printf("%d", i);
    return 0;
```

Run on IDE

We can use Macro Arguments to change the output of printf.

```
#include <stdio.h>
void fun()
   #define printf(x, y) printf(x, 10);
int main()
   int i = 10;
   fun();
    i = 20;
   printf("%d", i);
    return 0;
```

Run on IDE

Output:

10

This article is contributed by Abhay Rathi. Please write comments if you find anything incorrect, or you want to share more information about the topic discussed above



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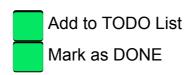


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