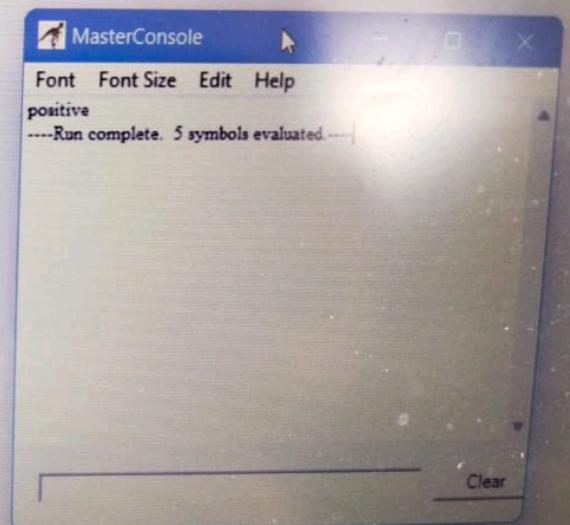
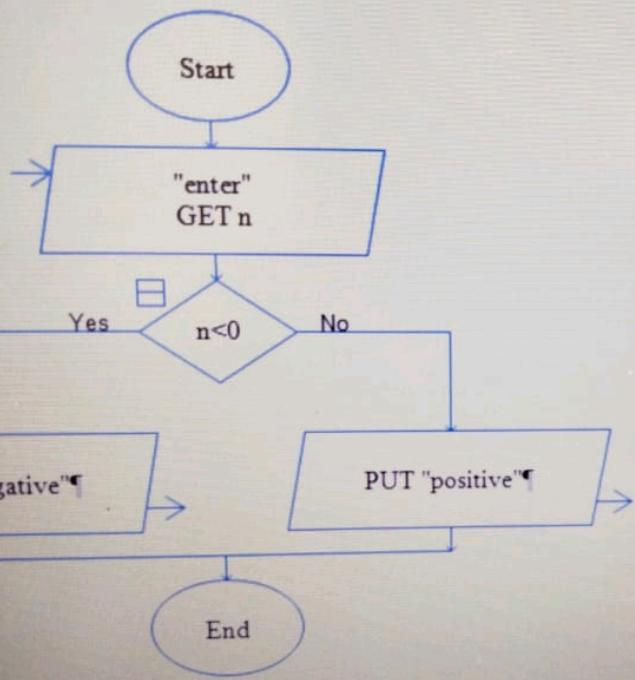


```
1 #include <stdio.h>
2
3 void main() {
4     int a,b;
5     printf("enter the two number a,b :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     a=a+b;
9     b=a-b;
10    a=a-b;
11    printf("\n a= %d",a);
12    printf("\n b= %d",b);
13
14 }
```

```
enter the two number a,b ::5
10
```

```
a= 10
b= 5
```

input



②

Step 1: Begin

Step 2: Declaration of variables

Step 3: If n is greater than 0 then print
"Positive" else print "Negative"

Step 4: Stop

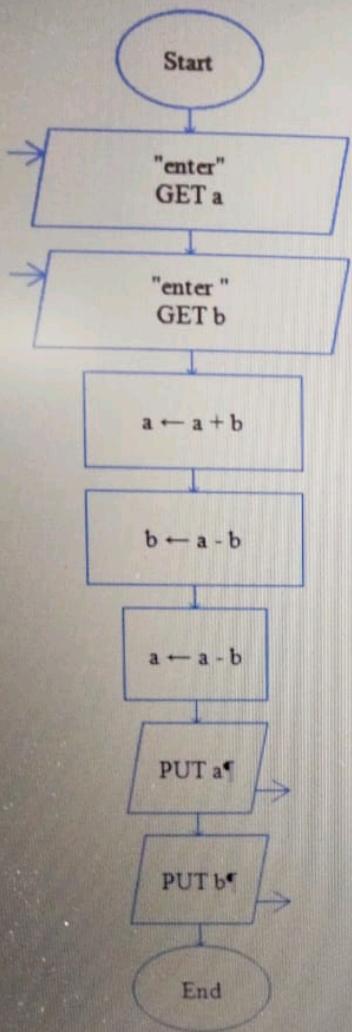
main.c

```
1 #include <stdio.h>
2
3 void main() {
4     int a,b,c; I
5     printf("enter the two number a ,b  :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     if (a<b){
9         printf("b is greatest");
10    }else
11    {
12        printf("a is greatest");
13    }
14 }
```

input

```
enter the two number a ,b  ::5 10
b is greatest

...Program finished with exit code 0
Press ENTER to exit console.
```



MasterConsole

Font Font Size Edit Help
10
5
----Run complete. 9 symbols evaluated.----

Clear

A screenshot of the MasterConsole application window. The window title is "MasterConsole". The menu bar includes "Font", "FontSize", "Edit", and "Help". The font size is set to 10 and 5. The status bar at the bottom displays the message "----Run complete. 9 symbols evaluated.----". The main area of the window is empty, showing a white background.

Step 4 : STOP

(20) STEP1 : Begin

STEP2 : Declaration of variables.

STEP3 : Assign n_1 to i

STEP4 : Assign n_2 to n_1 ,

STEP5 : Assign i to n_2

STEP6 : Print f , n_1 and n_2

STEP7 : STOP

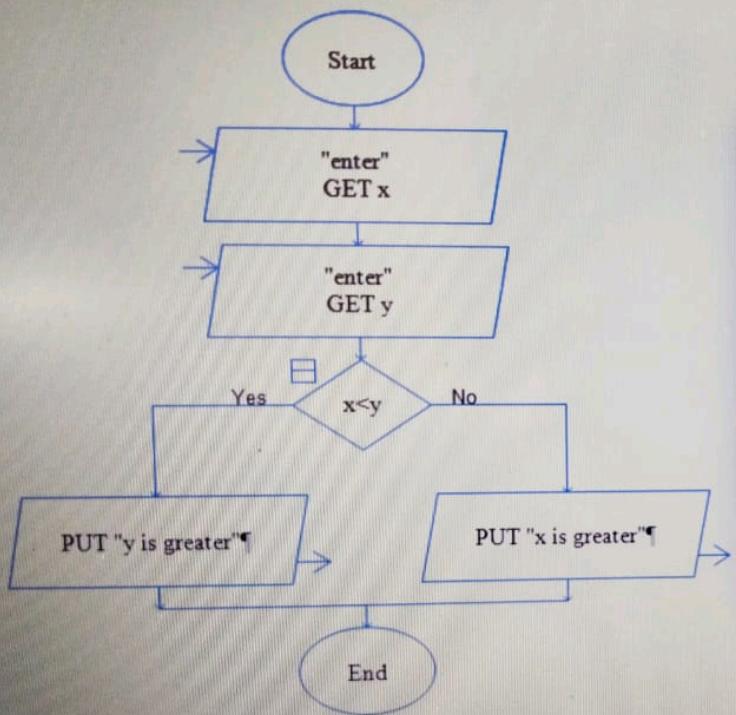
main.c

```
1 #include <stdio.h>
2
3 void main() {
4     int a,b;
5     printf("enter the two number a,b ::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     int t=a;
9     a=b;
10    b=t;
11    printf("\n a= %d",a);
12    printf("\n b= %d",b);
13
14 }
```

input

```
enter the two number a,b ::5 6
```

```
a= 6
b= 5
```



MasterConsole

Font Font Size Edit Help

Can't compare these values: STRING_KIND NUMBER_KIND
---Error, run halted---

y is greater

---Run complete. 6 symbols evaluated.---

Clear

The screenshot shows a window titled "MasterConsole". The menu bar includes "Font", "Font Size", "Edit", and "Help". The main area displays an error message: "Can't compare these values: STRING_KIND NUMBER_KIND ---Error, run halted---". Below this, it says "y is greater" and "---Run complete. 6 symbols evaluated.---". At the bottom right is a "Clear" button.

Step 1 : Stop

(2) Step 1 : Begin

Step 2 : Declaration of variable x, y.

Step 3 : Assign $x+y$ to n and $x-y$ to y.

Step 4 : Assign $(x-y)/2$ to y

Step 5 : Assign $x-y$ to n

Step 6 : Print f n and y

Step 7 : Stop

main.c

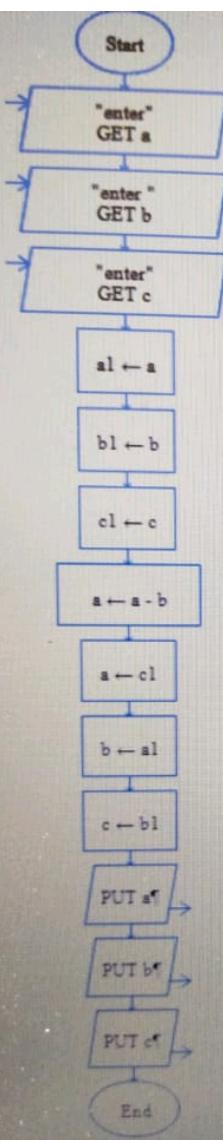
```
1 #include <stdio.h>
2
3 void main() {
4     int n;
5     printf("enter the number");
6     scanf("%d",&n);
7     if (n>0){
8         printf("positive");
9     }
10    }else {
11        printf("negative");
12    }
13 }
```

input

enter the number-5
negative

...Program finished with exit code 0
Press ENTER to exit console.

ls * GDB



MasterConsole

```

Font Font Size Edit Help
Variable C1 not found!
----Error, run halted----
15
5
10
----Run complete. 15 symbols evaluated.----|
```

Clear

(24)

Step 1: Begin

Step 2: Declaration of variables

Step 3: Assign a to a,
b to b,
c to c,

Step 4: Assign

Step 5: print a, b, c

Step 6: STOP

main.c

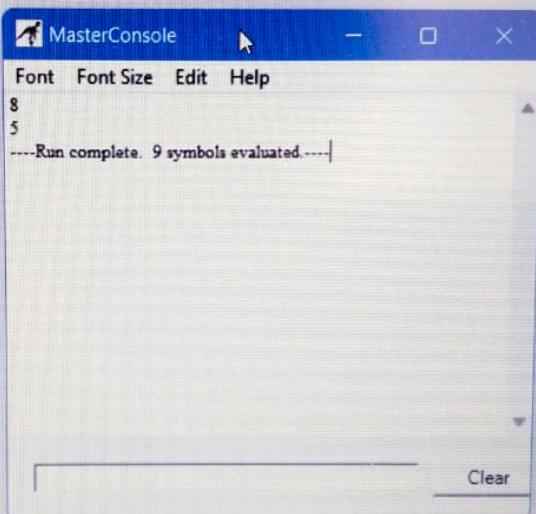
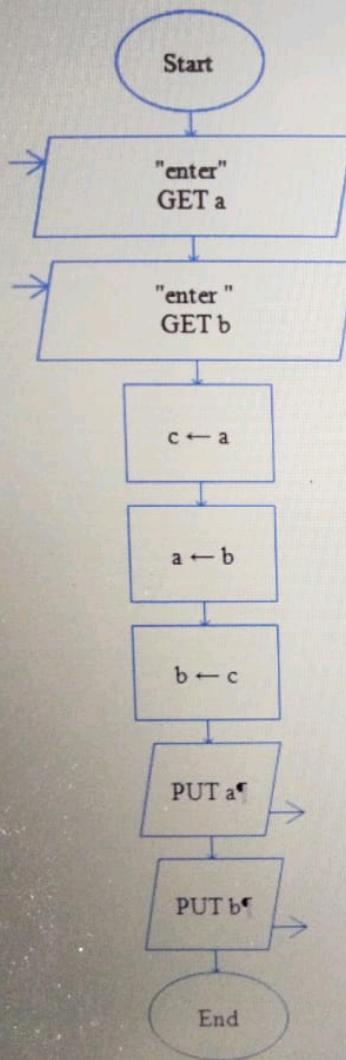
```
1 #include <stdio.h>
2
3 void main() {
4     int a,b,c;
5     printf("enter the two number a,b, c :::");
6     scanf("%d",&a);
7     scanf("%d",&b);
8     scanf("%d",&c);
9     int a1=a;
10    int b1=b;
11    int c1=c;
12    b=a1;
13    c==b1;
14    a=c1;
15    printf("\n a= %d",a);
16    printf("\n b= %d",b);
17    printf("\n b= %d",c);
18 }
```

input

enter the two number a,b, c ::5 6 7

a= 7
b= 5
b= 7

...Program finished with exit code 0
Press ENTER to exit console.



(25)

Step 1 : Begin

Step 2 : Declaration of variables

Step 3 : Check if condition
 $a >$ and $b >$

Step 4 : Print f

Step 5 : Stop