

```

1  #include <stdio.h>
2
3  int main(int argc, char *argv[]) {
4
5      //conditional instructions
6      int a = 3;
7      int b = 4;
8
9      if(a > b) {
10         printf("a > b\n");
11     } else if(b > a) {
12         printf("b > a\n");
13     } else {
14         printf("a = b\n");
15     }
16
17     a > b ? printf("a>b") : b > a ? printf("b>a") : printf("a=b");
18     printf("\n\n");
19
20     switch (a) {
21         case 1: printf("1\n");
22             break;
23         case 2: printf("2\n");
24             break;
25         case 3: printf("3\n");
26             break;
27         default: printf("other value\n");
28             break;
29     }
30     printf("\n\n");
31
32
33     //loops
34     for(int i = 0; i <= 5; i++) {
35         printf("%d", i);
36     }
37     printf("\n");
38
39     int i = 0;
40     while(i <= 5) printf("%d", i++);
41
42     do {printf("%d", i++);}
43     while(i <= 10);
44     printf("\n\n");
45
46
47     //bit shifting
48     int c = 0x0F;
49     printf("%x\n",c);
50     int d = c << 4;
51     printf("%x\n",d);
52     int e = c >> 2;
53     printf("%x\n",e);
54     printf("\n\n");
55
56
57     //sizeof
58     char f = 255;
59     short int g = 1000;
60     printf("%d\n", sizeof(c));
61     printf("%d\n", sizeof(f));
62     printf("%d\n", sizeof(g));
63
64
65     //goto
66     printf("before goto\n");
67     goto jump;
68     printf("after goto\n");
69 jump:
70     printf("label\n");
71
72     return 0;
73 }

```