```
1.
                         as2.c
                                        as3.c
             #include <stdio.h>
             int main (void){
                 int num, n1, rev_num;
                  printf("Please enter a 2-digit number: ");
                  scanf("%d",&num);
                  n1 = num \%10;
                 num = num/10;
                  rev_num = (n1*10) + num;
                  printf("Reverse: %d ",rev_num);
                 return 0;
```

EXAMPLE OUTPUT:

```
Please enter a 2-digit number: 27
Reverse: 72
Process returned 12 (0xC) execution time : 6.083 s
Press any key to continue.
```

```
■ as1.c
                               as3.c
    #include <stdio.h>
    int main (void)
    {
        /*declare variables*/
        int num, n1, n2, rev_num;
        printf("Please enter a 3-digit number: ");
        scanf("%d",&num);
        n1 = num%10;
        num = num/10;
        n2 = num\%10;
        num = num/10;
        rev_num = ((n1*100) + (n2*10) + num);
        printf("Reverse: %d \n",rev_num);
32
        return 0;
```

EXAMPLE OUTPUT:

```
Please enter a 3-digit number: 258
Reverse: 852
Process returned 13 (0xD) execution time : 4.794 s
Press any key to continue.
```

```
#include <stdio.h>
    int main (void){
        int i, j, k;
        i = 3; j = 4; k = 5;
        printf ("%d\n", i < j || ++j < k);</pre>
        i = 7; j = 8; k = 9;
        printf("%d\n", i - 7 && j++ < k);</pre>
        i = 7; j = 8; k = 9;
        printf("%d\n", (i = j) || (j == k));
        printf("%d %d %d\n", i, j, k);
        i = j = k = 1;
17
        printf ("%d\n", ++i || ++j && ++k);
        printf ("%d %d %d\n", i, j, k);
        return 0;
    }
```

OUTPUT:

```
1
0
1
8 8 9
1
2 1 1
```