main.c

```c
#include <stdio.h>
int main()
{
int a = 10, b = 100;
    float c = 10.5, d = 100.5;
        printf("++a = %d \n", ++a);
        printf("--b = %d \n", --b);
        printf("++c = %f \n", ++c);
        printf("--d = %f \n", --d);
    return 0;
}
```

input

```
++a = 11
--b = 99
++c = 11.500000
--d = 99.500000


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

```c
#include <stdio.h>
int main()
{
    int a = 5, b = 5, c = 10;
        printf("%d == %d is %d \n", a, b, a == b);
        printf("%d == %d is %d \n", a, c, a == c);
        printf("%d > %d is %d \n", a, b, a > b);
        printf("%d > %d is %d \n", a, c, a > c);
        printf("%d < %d is %d \n", a, b, a < b);
        printf("%d < %d is %d \n", a, c, a < c);
        printf("%d != %d is %d \n", a, b, a != b);
        printf("%d != %d is %d \n", a, c, a != c);
        printf("%d >= %d is %d \n", a, b, a >= b);
        printf("%d >= %d is %d \n", a, c, a >= c);
        printf("%d <= %d is %d \n", a, b, a <= b);
        printf("%d <= %d is %d \n", a, c, a <= c);
    return 0;
}
```

input

```
5 != 5 is 0
5 != 10 is 1
5 >= 5 is 1
5 >= 10 is 0
5 <= 5 is 1
5 <= 10 is 1


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

```c
#include <stdio.h>
int main()
{
    int a = 5, b = 5, c = 10, result;
        result = (a == b) && (c > b);
        printf("(a == b) && (c > b) is %d \n", result);
        result = (a == b) && (c < b);
        printf("(a == b) && (c < b) is %d \n", result);
        result = (a == b) || (c < b);
        printf("(a == b) || (c < b) is %d \n", result);
        result = (a != b) || (c < b);
        printf("(a != b) || (c < b) is %d \n", result);
        result = !(a != b);
        printf("!(a != b) is %d \n", result);
        result = !(a == b);
        printf("!(a == b) is %d \n", result);
    return 0;
}
```

input

```
(a == b) && (c > b) is 1
(a == b) && (c < b) is 0
(a == b) || (c < b) is 1
(a != b) || (c < b) is 0
!(a != b) is 1
!(a == b) is 0


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

```c
1  #include <stdio.h>
2  #include <conio.h>
3  main()
4  {
5      printf("short int is %2d bytes \n", sizeof(short int));
6      printf("int is %2d bytes \n", sizeof(int));
7      printf("long int is %2ld bytes \n", sizeof(long int));
8      printf("signed int is %2d bytes \n", sizeof(signed int));
9      printf("unsigned int is %2d bytes \n", sizeof(unsigned int));
10     printf("float is %2d bytes \n", sizeof(float));
11     printf("double is %2d bytes \n", sizeof(double));
12     printf("long double is %2ld bytes \n", sizeof(long double));
13     printf("signed char is %2d bytes \n", sizeof(signed char));
14     printf("char is %2d bytes \n", sizeof(char));
15     printf("unsigned char is %2ld bytes \n", sizeof(unsigned char));
16 }
```

input

```
short int is  2 bytes
int is  4 bytes
long int is  8 bytes
signed int is  4 bytes
unsigned int is  4 bytes
float is  4 bytes
double is  8 bytes
long double is 16 bytes
signed char is  1 bytes
char is  1 bytes
unsigned char is  1 bytes
```

```c
#include <stdio.h>
int main()
{
    int num=22;
    num=num<<1;
    printf("1st left shift is:%d\t",num);
    num=num<<2;
    printf("1st left shift is:%d\t",num);
    num=num<<3;
    printf("1st left shift is:%d\t",num);
    printf("\n");
    num=22;
    num=num>>1;
    printf("1st left shift is:%d\t",num);
    num=num>>2;
    printf("1st left shift is:%d\t",num);
    num=num>>3;
    printf("1st left shift is:%d\t",num);

}
```

input

```
1st left shift is:44    1st left shift is:176   1st left shift is:1408
1st left shift is:11    1st left shift is:2     1st left shift is:0

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

```c
1  #include<stdio.h>
2  #include<conio.h>
3  void main()
4  {
5      int a,b,larg;
6      printf("Enter two number\n");
7      scanf("%d %d",&a,&b);
8      larg = a>b?a:b;
9      printf("largest number is : %d",larg);
10
11 }
```

input

```
Enter two number
5
6
largest number is : 6

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