**1. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   while(i<=10)
   {
   printf("%d",i);
   }
   getch();
}
```

**2. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   while(i<=10)
   {
   printf("%d",i++);
   }
   getch();
}
```

**3. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   while(i++<=10)
   {
   printf("%d",i);
   }
   getch();
}
```

**4. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   while(++i<=10)
   {
   printf("%d",i);
   }
   getch();
}
```

**5. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   while(10)
   {
   printf("%d",i);
   }
   getch();
}
```

**6. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   for(;;)
   printf("hello");
   getch();
}
```

**7. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   int i=1;
   for(;i<=10;)
   {
   printf("hello");
   i++;
   }
   getch();
}
```

**8. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
  int a[]={1,2,3,4,5};
  printf("%d",2[a]);
   getch();
```

```
}
```

**9. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
  int a[]={1,2,3,4,5};
  int i;
  for(i=0;i<=4;i++)
  {
  printf("%d",a[i]);
  }
   getch();
}
```

**10. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
   char a[]="hello";
   printf("%s",a+2);
   getch();
}
```

**11. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
void procedure(int,int,int);
int main()
{
int x=10;
procedure(x,x++,++x);
getch();

}
void procedure(int a,int b,int c)
{
    printf("%d\t%d\t%d\t",a,b,c);
 }
```

**12. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
int x= 8+3*4-10/4==(1!=6);
printf("%d",x);
getch();
}
```

**13. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int fun(int a, int b);
int main()
{
int x = 3, y = 4;
printf("%d",fun(x, y));// we can also call
function like this if it has return type.
getch();
}

int fun(int a, int b)
{
if(a == 0)
return 1;
else if(b < a)
return 0;
else
return fun(a-1, b-1) + fun(a-1, b);
}
```

**14. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
void myFunc (int x);
int main()
{
  myFunc(5);
  getch();
}
void myFunc (int x)
{
  if (x > 0)
  myFunc(--x);
  printf("%d, ", x);
}
```

**15. What is the value of myArray[1][2]; in the sample code above?**

```
 int i,j;
int ctr = 0;
int myArray[2][3];
for (i=0; i<3; i++)
  for (j=0; j<2; j++)
  {
```

```
    myArray[j][i] = ctr;
    ++ctr;
  }
```

**16. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
int a = 8;
if(a==printf("Practice"))
printf("C");
else
printf("C++");
getch();
}
```

**17. Identify the output.**

```
#include<stdio.h>
#include<conio.h>

int main()
{
int x;
for (x=1;x<=5;x++)
printf("%d",x);
printf("%d",++x);
printf("%d",x++);
getch();
}
```

**18. Identify the output.**

```
#include<stdio.h>
#include<conio.h>
int main()
{
int x;
for (x=1;x<=5;x++);
printf("%d",x);
printf("%d",++x);
printf("%d",x++);
getch();
}
```