1.INPUT

```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;
}
```

1.OUTPUT

++a = 11

--b = 99

++c = 11.500000

--d = 99.500000

2.INPUT

```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;

}
```

2.OUTPUT

5 == 5 is 1

5 == 10 is 0

5 > 5 is 0

5 > 10 is 0

5 < 5 is 0

5 < 10 is 1

5 != 5 is 0

5 != 10 is 1

5 >= 5 is 1

5 >= 10 is 0

5 <= 5 is 1

5 <= 10 is 1

3.INPUT

```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;
}
```

3.OUTPUT

(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

4.INPUT

```c
#include<stdio.h>
int main() {
    int intType;
    float floatType;
    double doubleType;
    char charType;

    printf("Size of int: %zu bytes\n", sizeof
(intType));
    printf("Size of float: %zu bytes\n", size
of(floatType));
    printf("Size of double: %zu bytes\n", siz
eof(doubleType));
    printf("Size of char: %zu byte\n", sizeof
(charType));

    return 0;
}
```

4.OUTPUT

Size of int: 4 bytes

Size of float: 4 bytes

Size of double: 8 bytes

Size of char: 1 byte

5.INPUT

```c
#include<stdio.h>
int main()
{

    unsigned char a = 22;


    printf("a<<1 = %d\n", a<<1);


    printf("b<<2 = %d\n", a<<2);

      printf("a>>1 = %d\n", a>>1);


    printf("b>>2 = %d\n", a>>2);

    return 0;
}
```

5.OUTPUT

a<<1 = 44

b<<2 = 88

a>>1 = 11

b>>2 = 5

6.INPUT

```c
#include<stdio.h>
#include<conio.h>
void main()
{

   int a,b,larg;
   printf("Enter two number\n");
   scanf("%d %d",&a,&b);


   larg = a>b?a:b;


   printf("largest number is : %d",larg);


   getch();
}
```

6.OUTPUT

Enter Two number

23 45

Largest number is : 45