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| 1.  //Assume 64 bit compiler. Output?  #include <stdio.h>  int main()  {  int (\*p)[10][17][19];  printf("%lu", sizeof(\*p));  return 0;  } |

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| 2.  #include <stdio.h>  int main(){    char \*a = "vivek";  char \*b = "vivek";  if(a == b){  printf("Welcome to programming world 2020!");  }    else{  printf("Keep Try!");  }  } |

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| 3.  #include<stdio.h>  int main()  {  printf("%lu ", sizeof(void \*));  printf("%lu ", sizeof(void));  printf("%lu ", sizeof(int \*));  return 0;  } |

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| 4.  #include<stdio.h>  int main(){    float a = 1;  switch(a){    case 1:  printf("Hello ");    default:  printf("Vivek ");    case 2:  printf("Maurya ");  }  } |

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| 5.  #include <stdio.h>  int main()  {  float x = 1.4f;    if(x == 1.4){  printf("Happy");  }  else  printf("Sad");  return 0;  } |

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| 6.  #include <stdio.h>  int main()  {  unsigned char x = -1;    if(-1 == x){  printf("Equal :)");  }  else  printf("Not Equal (:");  return 0;  } |

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| 7.  #include <stdio.h>  #define x 5+5  int main(){    printf("%d",x \* x);  return 0;  } |

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| 8.  //Consider 64 bit Compiler, here sizeof(int) will be 4  //How many time Hello! will Print?  #include <stdio.h>  #define xyz sizeof(i)    int main() {    for(int i = -1; i <= xyz; i++)  printf("Hello!");    return 0;  } |

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| 9.  #include <stdio.h>  int main()  {  if(~printf(""))  printf("Happy Weekend!");  else  printf("Sad Weekend!");    return 0;    } |

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| 10.  #include <stdio.h>  int main()  {    printf("Hello\\\  \\World");  return 0;  } |

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| 11.  #include <stdio.h>  int main()  {  for(;;)  printf("Good Morning :)");  return 0;  } |

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| 12.  #include <stdio.h>  int main()  {  unsigned int a = 20,b = ~a;  printf("1st Print: a=%d b=%d",a,b);    printf("\n2nd Print: a=%u b=%u",a,b);  return 0;  } |

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| 13.  #include <stdio.h>  int main()  {  switch(3 & -1){    case 1 || 2 :  printf("A");    case 1 | 2:  printf("B");    }  return 0;  } |

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| 14.  #include <stdio.h>  #define HelloWorld "s"  int main()  {  printf("%"HelloWorld,"Hello\t\rVivek!\b:)");  return 0;  } |

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| 15.  #include <stdio.h>  int main()  {  printf(" %d ",printf("Hello World!"));  return 0;  printf("Hello");  } |

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| 16.  #include <stdio.h>  int Fun(int x){  return x;  }  int main()  {  int y=0;  printf(" %d ",Fun(0) || Fun(1) && Fun(y = 3) );  printf(" %d ",y);  return 0;  } |

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| 17.  #include <stdio.h>  int main()  {  char x = 10;  short int y = 30000;  short int z = 40000;    if((x+y) > (x+z)){    printf("Good Morning!");  }  else{  printf("Good Evening!");  }    return 0;  } |

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| 18.  #include <stdio.h>  int main()  {  switch('c'){    case 'a'...'z':  printf("Hello!");  }  return 0;  } |

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| 19.  #include <stdio.h>  #include <stdlib.h>  void function(){    printf("Good ");    }  int main(){  printf("Hello ");  atexit(function);  printf("Morning! ");  return 0;  } |

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| 20.  #include <stdio.h>  int f(){    return (1,2,3,4,5,6);  }  int main()  {    printf("%d",f());  return 0;  } |

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| 21.  #include <stdio.h>  int main()  {  int \*b;  void \*ptr;  int a=18;  ptr=&a;  b=ptr;  printf("%d",\*b);  return 0;  } |

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| 22.  //Example 1. C  #include <stdio.h>  struct C{ }g;  int main(){    printf("%lu",sizeof(g));  return 0;  }  //Example 2. CPP  #include <stdio.h>  struct CPP{ }g;  int main(){    printf("%lu",sizeof(g));  return 0;  } |

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| 23.  #include <stdio.h>  union test{  int x:3;  unsigned int y:3;  int z;  };  int main(){    union test t;  t.x=5;  printf("%d ",t.x);  t.y=7;  printf("%d ",t.y);    return 0;  } |

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| 24.  //Consider 64 bit compiler  #include <stdio.h>  #include <stdlib.h>  int main()  {  unsigned char \* \_xyz = (char \*)malloc(1);  \*\_xyz = -128;    printf("%lu", \*\_xyz \* sizeof(NULL));  free(\_xyz);    return 0;  } |

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| 25.  #include <stdio.h>  void main()  {  int i = 0,j = 0;  do  {  printf("Hello",j=i--,i++);    } while (j != 0);  } |

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| 26.  #include <stdio.h>  #define ADD(s1,s2) printf("%s=%s %s=%s\n",#s1,s1,#s2,s2);  int main()  {  char \*str1 = "Hello";  char \*str2 = "World!";    ADD(str1,str2);  return 0;  } |

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| 27.  #include <stdio.h>  int main()  {  enum days {MON = -1,TUE,WED = 6,THU,FRI,SAT};  printf("%d ,%d ,%d ,%d ,%d ,%d" ,MON,TUE,WED,THU,FRI,SAT);  return 0;  } |

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| 28.  #include <stdio.h>  int main()  {  int x = 10, y = 5;  y != !x;  y = !!x;  printf("%d",y);  return 0;  } |

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| 29.  #include <stdio.h>  int main()  {  if(0.2+0.1 == 0.3)  {  printf("Hello world!");  }    return 0;  } |

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| 30.  #include <stdio.h>  int main()  {  int temp,a=10;  temp = --a--;  printf("%d %d ",temp,a);  return 0;  } |

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| 31.  #include <stdio.h>  int main()  {  int i = 10;  i = i++;  printf("%d",i);  return 0;  } |

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| 32.  #include <stdio.h>  int main()  {  printf("%d",'aa');  return 0;  } |

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| 33.  #include <stdio.h>  int main()  {  int y = 2;  int z = y + (y = 10);  printf("%d",z);  return 0;  } |

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| 34.  #include <stdio.h>  void fun(){    static int i;  ++i;  printf("%d\n",i);  }  int main()  {  fun();  fun();  fun();  return 0;  } |

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| 35.  #include <stdio.h>  int main()  {  register int temp = 5;  int \*y;  y = &temp;  temp++;  printf("%d",\*y);  return 0;  } |

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| 36.  #include <stdio.h>  int main()  {  int temp = 65;  void \*q = &temp;  char \*r = q;  printf("%c",\*r);  return 0;  } |

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| 37.  #include <stdio.h>  struct xyz{  char a,b;  int i;  char x;  char y;  }xy;  int main()  {  printf("%lu",sizeof(xy));  return 0;  } |

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| 39.  #include <stdio.h>  int main()  {  int i = 5;  int j;  j = sizeof(++i+ ++j);  printf("i=%d j=%d",i,j);  return 0;  } |

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| 40.  #include <stdio.h>  int \*Fun();  int main()  {  int \*ptr = NULL;  ptr = Fun();    printf("%p",ptr);  printf("%d",\*ptr);    return 0;  }  int \*Fun(){    int x = 10;  return &x;    } |

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| 41.  #include <stdio.h>  void Fun(int \*x,int \*y);  int main()  {  int x=10,y=20;  Fun(&x,&y);    printf("x=%d,y=%d",x,y);  return 0;  }  void Fun(int \*x,int \*y){    \*x^=\*y^=\*x^=\*y;  } |

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| 42.  #include <stdio.h>  int main()  {  int x = 1,y = 20;    switch(x){  case 1:  ;  if(y == 20)  {  case 2:  printf("Hello");    }  else  {  case 3:  printf("World");  }      }  return 0;  } |

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| 43.  #include <stdio.h>  int main()  <%  char x<::> = <%"Hello There!"%>;  printf("%s",x);  return 0;  %> |

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| 44.  #include <stdio.h>  int main()  {  printf("%1$d,%3$d,%2$d,%4$d",10,20,30,40);  return 0;  } |

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| 45.  #include <stdio.h>  int main()  {  printf("Hello World!");    while(1);  return 0;  } |

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| 46.  #include <stdio.h>  int Fun();  int main()  {  printf("\n%d",Fun());  return 0;  }  int Fun(){    printf("Hello World");    } |

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| 47.  #include <stdio.h>  int Fun();  int main()  {  printf("%d",Fun());  return 0;  }  Fun(){    return 10;  } |

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| 48.  #include <stdio.h>  #if !(x)  int y = 10;  #else  int y = 20;  #endif  int main()  {  printf("%d",y);  return 0;  } |

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| 49.  #include <stdio.h>  int fun();  int main()  {  char \*str1="Vivek";  printf("%p\n",str1);  fun();  return 0;  }  int fun(){    char \*str2="Vivek";  printf("%p",str2);  } |

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| 50.  #include<stdio.h>  int add(int x, int y) {  if(x == 0)  return y;  else if (y == 0)  return x;  else  printf("%\*c%\*c",x,'\r',y,'\r');  }  int main() {  int x,y;  printf("Enter two number\n");  scanf("%d%d",&x,&y);  printf("Sum of two numbers = %d\n",add(x,y));  return 0;  } |

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| 51.  #include<stdio.h>    void Fun1()  {  printf("Hello There\n");  }    void Fun2(void (\*ptr)())  {  (\*ptr) ();  }    int main()  {  void (\*ptr)() = Fun1;  Fun2(ptr);    return 0;  } |

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| 52.  #include <stdio.h>  int main()  {  double a;  printf("Size of a=%ld",((char\*)(&a+1)-(char\*)(&a)));  return 0;  } |

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| 53.  #include <stdio.h>  int main()  {  int i=0;  int n=10;  while(printf("%d ",++i),i<n);  return 0;  } |

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| 54.  #include <stdio.h>  #include <limits.h>  int main()  {  int no;  printf("Enter number\n");  scanf("%d",&no);    for(int i=sizeof(int)\*CHAR\_BIT-1;i>=0;i--){    printf("%d",((no&(1<<i))?1:0));  }  return 0;  } |