

Some sample problems. The test will include ch. 1 to 4. All of the sample problems are from ch 3 and 4. Ch 1 to 2 are more traditional where you are better off just reading the book. Solutions will be posted on Monday.

What is the output of each code segment, Assume variables are declared:

```
For (x = 1; x < 4; x++)  
    printf("X = %d, ",x);
```

```
For (x = 5; x <= 25; x = x + 5)  
    printf("X = %d, ",x);
```

```
For (x = 10; x >0; x--)  
    printf("X = %d, ",x);
```

```
For (x = 0,y = 0; x < 3; y++,x++)  
    printf("X = %d, ",x+y);
```

```
For (x = 0,y = 10; x < 3 && y > 6; y--,x++)  
    printf("X = %d, ",x+y);
```

```
For (x = 1; x < 3; x++)  
    For (y = 1; y < 3; y++)  
        printf("X = %d,Y = %d, ",x,y);
```

```
For (x = 1; x < 3; x++)  
    For (y = 1; y < 3; y++)  
        printf("X *Y= %d, ",x*y);
```

```
For (x = 1; x < 8; x++)  
    printf("X = %d, ",x++);
```

```
x = 36;  
if (x == 37)  
    print("Yes");  
else  
    print("No");
```

```
x = 36;
y = 45;
if (x == 36 && y == 42)
    print("Yes");
else
    print("No");
```

```
x = 37;
y = 45;
if (x == 37 || y == 42)
    print("Yes");
else
    print("No");
```

```
x = 37;
y = 42;
z = 56;
if ( (x == 37 && y == 42) || z == 68)
    print("Yes");
else
    print("No");
```

```
x = 37;
y = 45;
z = 56;
if ( (x == 37 && y == 42) || z == 56)
    print("Yes");
else
    print("No");
```

```
x = 37;
y = 45;
z = 58;
if ( (x == 37 && y == 42) || z == 68)
    print("Yes");
else
    print("No");
```

```
x = 37;
y = 42;
z = 56;
if ( (x *y == 458 && sqrt(y / x ) == 2 ) || z == 56)
    print("Yes");
else
    print("No");
```

```
x = 0;
while (x < 4)
    printf("X = %d, ",x++);
```

```
x = 10;
while (x > 4)
    printf("X = %d, ",--x);
```

```
x = 1;
while (x < 10)
{
    if (x == 5)
        break;
    printf("X = %d, ",x++);
}
```

```
x = 1;
while (x < 10)
{
    if (x == 5)
        continue;
    printf("X = %d, ",x++);
}
```

```
x = 3;
switch(x)
{
    case 1:
        printf ("Hello");
        break;
    case 2:
        printf ("how");
        break;
    case 3:
        printf ("are");
        break;
    case 4:
        printf ("you.");
        break;
}
```

```
x = 2;
switch(x)
{
    case 1:
        printf ("Hello");
        break;
    case 2:
        printf ("how");
    case 3:
        printf ("are");
    case 4:
        printf ("you.");
        break;
}
```

```
x = 7;
switch(x)
{
    case 1:
        printf ("Hello");
        break;
    case 2:
        printf ("how");
        break;
    case 3:
        printf ("are");
        break;
    case 4:
        printf ("you.");
        break;
}
```

```
x = '3';
switch(x)
{
    case 1:
        printf ("Hello");
        break;
    case 2:
        printf ("how");
        break;
    case 3:
        printf ("are");
        break;
    case 4:
        printf ("you.");
        break;
}
```

```
x = 7;
switch(x)
{
    case 1:
        printf ("Hello");
        break;
    case 2:
        printf ("how");
        break;
    case 3:
        printf ("are");
        break;
    case 4:
        printf ("you.");
        break;
    default:
        printf ("what?");
        break;
}
```

