



Determine the output of the following:

<p>1. # include <iostream> using namespace std; int main(){ int a=5,b=2; cout<< a/b <<"\t" << b/a<<endl; cout<< a%b<<"\t"<< b%a; return 0; }</p>	<p>2. # include <iostream> using namespace std; int main(){ double a=5,b=2; cout<< a/b <<"\t" << b/a<<endl; int c=a; cout<<c; return 0; }</p>
<p>3. # include <iostream> using namespace std; int main(){ int a=5,b=3; cout << a*2+b <<"\t" << b+a*2 <<endl; cout << a/2+b <<"\t" << a+2/b <<endl; cout << a/2+b*2 <<"\t" << a+2*2/b <<endl; cout << a/2 <<"\t" << a%2 <<endl; cout << 10%12 <<"\t" << 2/b*4+2- 1*a%2; return 0; }</p>	<p>4. # include <iostream> using namespace std; int main(){ int x=1,b=2; cout << x <<endl; x+= 5; cout << x <<endl; x*= b; cout << x <<endl; x%= 5*b; cout << x <<endl; x-=b; cout << x <<endl; return 0; }</p>
<p>5. # include <iostream> using namespace std;</p>	<p>6. # include <iostream> using namespace std;</p>

```

int main(){
int x=1;
cout << x++ <<endl;
cout << x <<endl;
cout<<"-----" <<endl;
cout << ++x <<endl;
cout << x <<endl;
cout<<"-----" <<endl;
cout << x-- <<endl;
cout << x <<endl;
cout<<"-----" <<endl;
cout << --x <<endl;
cout << x <<endl;
return 0;
}

```

```

int main(){
int x=2,y=3;
cout << x+y <<"\t"<< y-x <<endl;
cout << x++ +y <<endl;
cout << y++ -x <<endl;
cout << x <<"\t"<< y <<endl;
cout<"-----"
<<endl;
cout << ++x + y <<endl;
cout << ++y -x <<endl;
cout << x <<"\t"<< y <<endl;
cout<"-----"
<<endl;
cout << x-- +y <<endl;
cout << y-- -x <<endl;
cout << x <<"\t"<< y <<endl;
cout<"-----"
<<endl;
cout << --x + y <<endl;
cout << --y -x <<endl;
cout << x <<"\t"<< y;
return 0;
}

```

7.

```

#include <iostream>
using namespace std;
int main(){
int x=1,y=5,z=10;
cout << (x>y) <<endl;
cout << (x<y) <<endl;
cout << (x<y && z!=10)<<endl;
cout << (x<y || z!=10)<<endl;

```

```

cout << (x<y || z++==10)<<endl;
cout<<z<<endl;
cout << (z++==10||x>y)<<endl;
cout<<z<<endl;
cout << (x<y && z++==11)<<endl;
cout<<z<<endl;
cout << (x>y && z++==11)<<endl;
cout<<z<<endl;
cout<< 5+(x<y &&z++==12)<<endl;
cout<<z;
return 0;
}

```