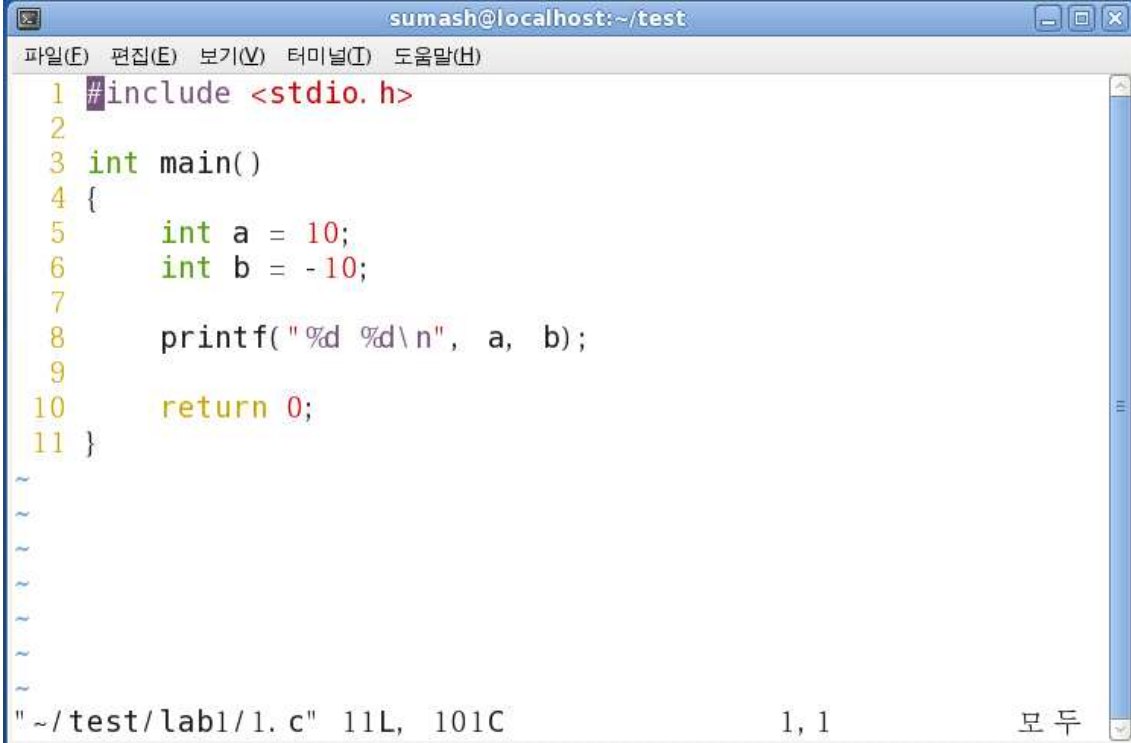
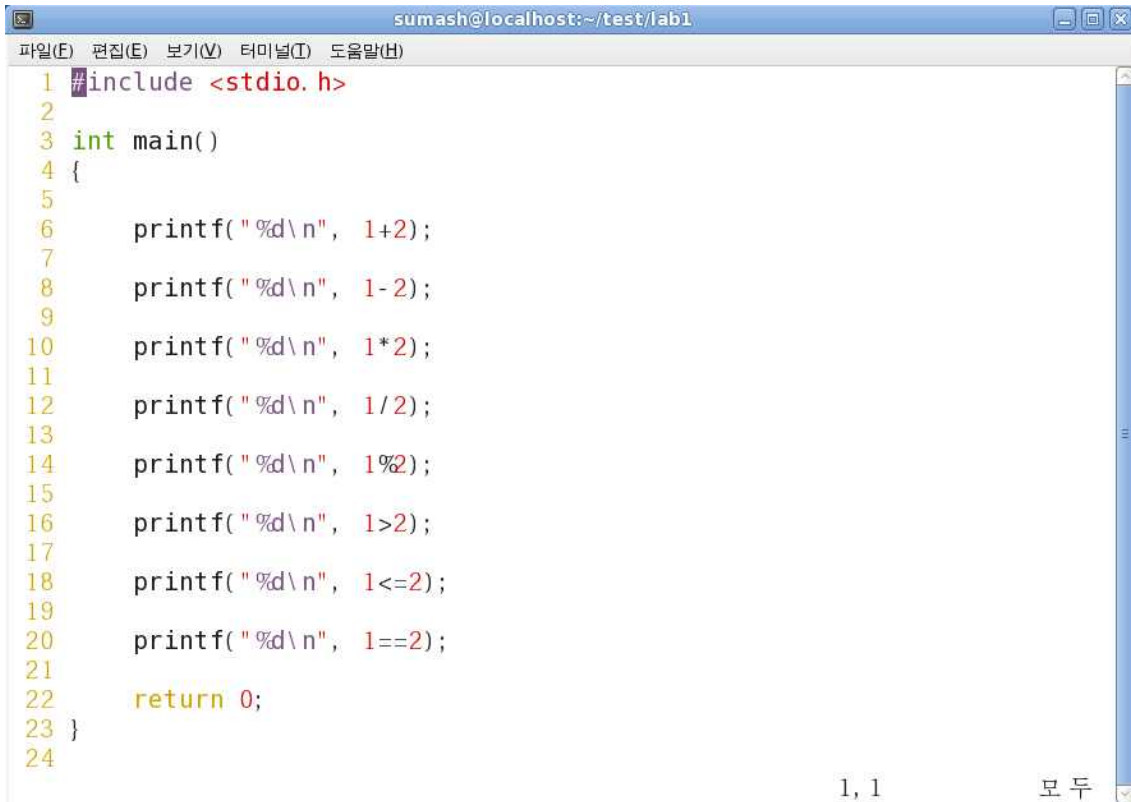


ex1



```
sumash@localhost:~/test
파일(F) 편집(E) 보기(V) 터미널(T) 도움말(H)
1 #include <stdio.h>
2
3 int main()
4 {
5     int a = 10;
6     int b = -10;
7
8     printf("%d %d\n", a, b);
9
10    return 0;
11 }
~
~
~
~
~
~
~
~/test/lab1/1.c" 11L, 101C 1, 1 모두
```

ex2

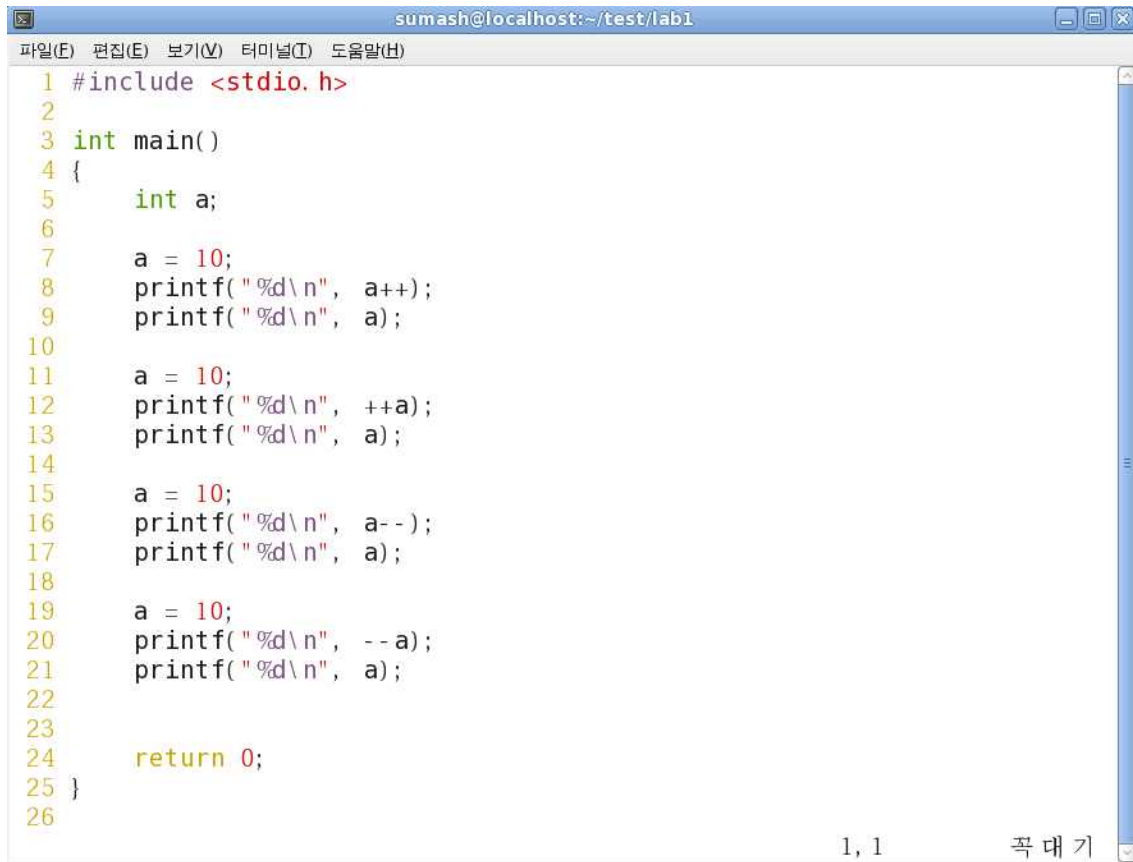


The image shows a code editor window titled "sumash@localhost:~/test/lab1". The code is as follows:

```
1 #include <stdio.h>
2
3 int main()
4 {
5     printf("%d\n", 1+2);
6     printf("%d\n", 1-2);
7     printf("%d\n", 1*2);
8     printf("%d\n", 1/2);
9     printf("%d\n", 1%2);
10    printf("%d\n", 1>2);
11    printf("%d\n", 1<=2);
12    printf("%d\n", 1==2);
13
14    return 0;
15 }
```

At the bottom right of the editor, the text "1, 1" and "모두" (All) are visible.

ex3



The image shows a code editor window with the title bar "sumash@localhost:~/test/lab1". The menu bar includes "파일(F)", "편집(E)", "보기(V)", "터미널(T)", and "도움말(H)". The code is as follows:

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int a;
6
7     a = 10;
8     printf("%d\n", a++);
9     printf("%d\n", a);
10
11    a = 10;
12    printf("%d\n", ++a);
13    printf("%d\n", a);
14
15    a = 10;
16    printf("%d\n", a--);
17    printf("%d\n", a);
18
19    a = 10;
20    printf("%d\n", --a);
21    printf("%d\n", a);
22
23
24    return 0;
25 }
26
```

At the bottom right of the editor, the text "1, 1" and "꼭대기" (Top) are visible.