42 Silly Ways to say Hello in C

by Olve Maudal, Ministery of silly code snippets

NDC TechTown 2022

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;

    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;

    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF) {
        return EXIT_FAILURE;
    }
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF) {
        return EXIT_FAILURE;
    }
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF) {
        return EXIT_FAILURE;
    }
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF) {
        return EXIT_FAILURE;
    }
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{{{
    if ((((puts("Hello") == EOF)))) {{{
        return EXIT_FAILURE;
    }}}
    return EXIT_SUCCESS;
}}}
```

Title

```
int main(void)
{{{
    if ((((puts("Hello") == EOF)))) {{{
        return EXIT_FAILURE;
    }}}
    return EXIT_SUCCESS;
}}}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (puts("Hello") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (printf("Hello\n") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (printf("Hello\n") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (printf("Hello\n") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    if (printf("Hello\n") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{

    if (printf("Hello\n") == EOF)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    int retval = printf("Hello\n");
    if (retval == EOF || retval != 6)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    int retval = printf("Hello\n");
    if (retval == EOF || retval != 6)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    int retval = printf("Hello\n");
    if (retval == EOF || retval != 6)
        return EXIT_FAILURE;
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    printf("Hello\n");
    return EXIT_SUCCESS;
}
```

Title

```c
int main(void)
{
    printf("Hello\n");
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    printf("Hello\n");
    return EXIT_SUCCESS;
}
```

Title

```
int main(void)
{
    printf("Hello\n");
    return 0;
}
```

Title

```
int main(void)
{
    printf("Hello\n");
    return 0;
}
```

Title

```
int main(void)
{
    printf("Hello\n");
    return 0;
}
```

Title

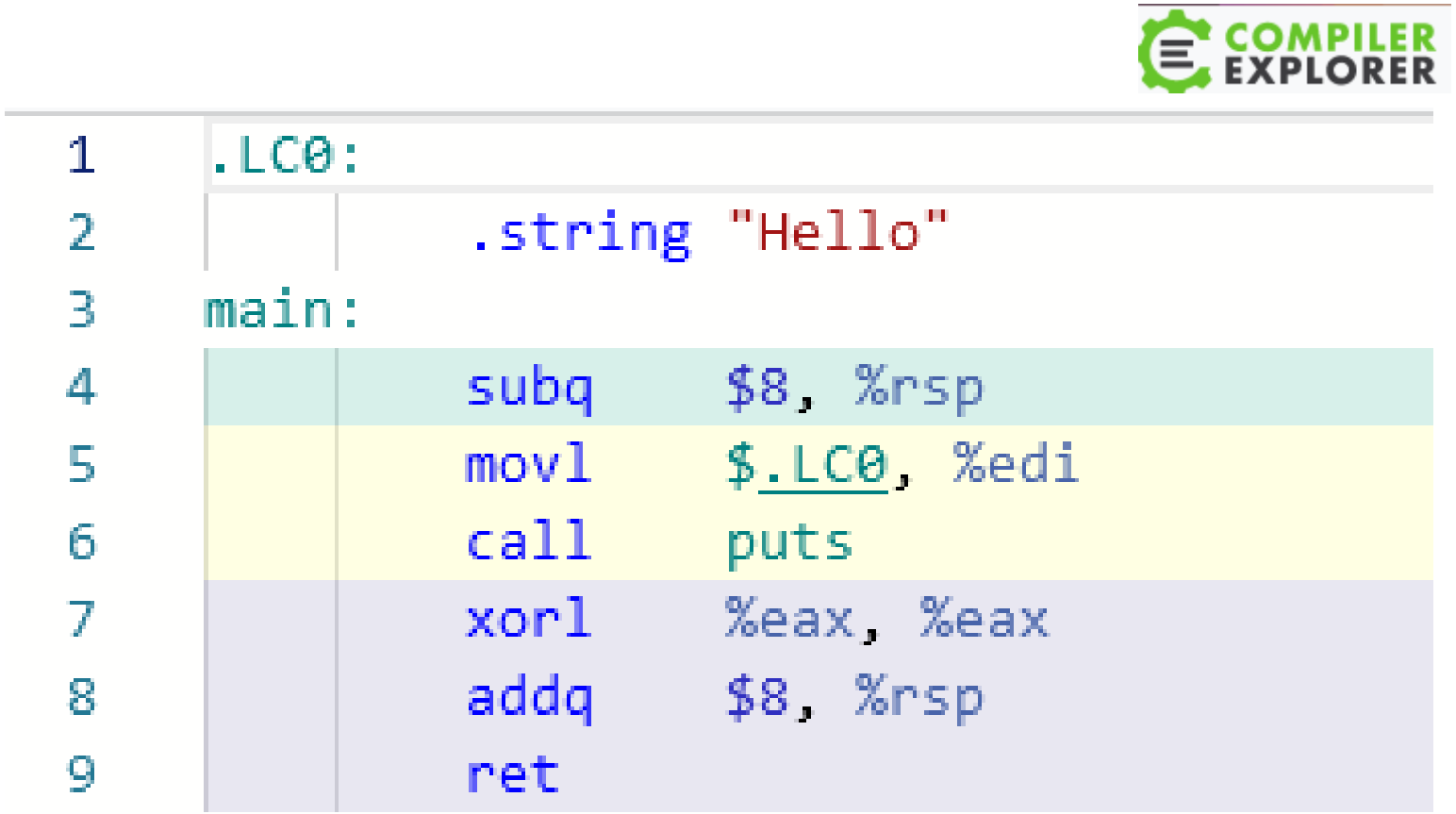
```
int main(void)
{
    printf("Hello\n");
}
```

Title

```c
int main(void)
{
    printf("Hello\n");
}
```

Title

```c
int main(void)
{
    printf("Hello\n");
}
```



Title

```
int main(void)
{
    putchar(0x48);
    putchar(0x65);
    putchar(0x6c);
    putchar(0x6c);
    putchar(0x6f);
    putchar(0x0a);
    return 0;
}
```

Title

```
int main(void)
{
    putchar(0x48);
    putchar(0x65);
    putchar(0x6c);
    putchar(0x6c);
    putchar(0x6f);
    putchar(0x0a);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    int i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    int i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    int i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    putchar(a[i]);
    ++i;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
    putchar(a[i]);
    ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
    putchar(a[i]);
    ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
    putchar(a[i]);
    ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
    putchar(a[i]);
    ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
    putchar(a[i]);
    ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
again:
        putchar(a[i]);
        ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    again:
        putchar(a[i]);
        ++i;
    if (i < 6)
        goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    again:
        putchar(a[i]);
        ++i;
    if (i < 6) goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    again:
        putchar(a[i]);
        ++i;
    if (i < 6) goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    again:
        putchar(a[i]);
        ++i;
    if (i < 6) goto again;
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    do {
        putchar(a[i]);
        ++i;
    } while (i < 6);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    do {
        putchar(a[i]);
        ++i;
    } while (i < 6);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    do {
        putchar(a[i]);
        ++i;
    } while (i < 6);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    do {
        putchar(a[i]);
        ++i;
    } while (i < 6);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

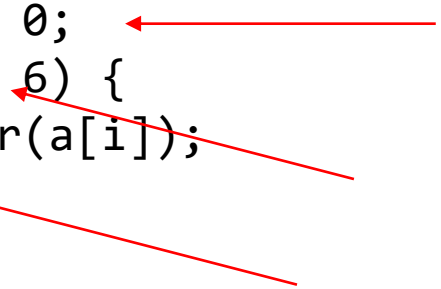
```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```



Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    while (i < 6) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    for (             ; i < 6;    ) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    for (             ; i < 6;    ) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t i = 0;
    for (             ; i < 6;    ) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6;    ) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6;    ) {
        putchar(a[i]);
        ++i;
    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i) {
        putchar(a[i]);

    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i) {
        putchar(a[i]);

    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i) {
        putchar(a[i]);


    }
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; ++i)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};

    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[6] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < 6; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[ ] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(*(a + i));
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(*(i + a));
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}

// #define COUNT_OF(x) ((sizeof(x)/sizeof(0[x])) / ((size_t)(!(sizeof(x) % sizeof(0[x])))))
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(i[a]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    int a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    short a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    short a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    short a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    short a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    short a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char a[])
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * a)
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * a)
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * a)
{
    size_t n = sizeof a / sizeof a[0];
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i < n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; i++)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; ++i)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; ++i)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; ++i)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; ++i)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    for (size_t i = 0; i != n; ++i)
        putchar(a[i]);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    const char * begin = a;
    const char * end = a + n;
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    const char * begin = a;
    const char * end = a + n;
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    const char * begin = a;
    const char * end = a + n;
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    const char * begin = a;
    const char * end = a + n;
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * a, size_t n)
{
    const char * begin = a;
    const char * end = a + n;
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{


    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myforeach(const char * begin, const char * end, int func(int))
{
    for (const char * it = begin; it != end; ++it)
        func(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myforeach(a, a + n, putchar);
    return 0;
}
```

Title

```
static void myforeach(const char * begin, const char * end, int func(int))
{
    for (const char * it = begin; it != end; ++it)
        func(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myforeach(a, a + n, putchar);
    return 0;
}
```

Title

```
static void myforeach(const char * begin, const char * end, int func(int))
{
    for (const char * it = begin; it != end; ++it)
        func(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myforeach(a, a + n, putchar);
    return 0;
}
```

Title

```
static void myforeach(const char * begin, const char * end, int func(int))
{
    for (const char * it = begin; it != end; ++it)
        func(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myforeach(a, a + n, putchar);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; it != end; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin, const char * end)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    size_t n = sizeof a / sizeof a[0];
    myputchars(a, a + n);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it != 0x00; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * begin)
{
    for (const char * it = begin; *it; ++it)
        putchar(*it);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = {0x48, 0x65, 0x6c, 0x6c, 0x6f, 0x0a, 0x00};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = {'H', 'e', 'l', 'l', 'o', '\n', 0};
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof(a));
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof((((a)))));
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n"; // {'H', 'e', 'l', 'l', 'o', '\n', 0}
    printf("%zu\n", sizeof a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

int main(void)
{
    char a[] = "Hello\n";
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static void removedots(char * s)
{
    char * p = s;
    for (; *s; s++)
        if (*s != '.')
            *p++ = *s;
    *p = '\0';
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    removedots(a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static void removedots(char * s)
{
    char * p = s;
    for (; *s; s++)
        if (*s != '.')
            *p++ = *s;
    *p = '\0';
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    removedots(a);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s;
    for (; *s; s++)
        if (*s != '.')
            *p++ = *s;
    *p = '\0';
    return q;
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s;
    for (; *s; s++)
        if (*s != '.')
            *p++ = *s;
    *p = '\0';
    return q;
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s;
    while (*s)
        ((*s != '.') && (*p++ = *s), s++);
    return (*p = '\0', q);
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s;
    while (*s)
        ((*s != '.') && (*p++ = *s), s++);
    return (*p = '\0', q);
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s, ch;
    while ((ch = *s++))
        if (ch != '.')
            *p++ = ch;
    *p = '\0';
    return q;
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static const char * removedots(char * s)
{
    char * p = s, * q = s, ch;
    while ((ch = *s++))
        if (ch != '.')
            *p++ = ch;
    *p = '\0';
    return q;
}

int main(void)
{
    char a[] = "....H.e..l..l..o...\n";
    myputchars(removedots(a));
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static void myswap(char * a, char * b)
{
    char tmp = *a;
    *a = *b;
    *b = tmp;
}

int main(void)
{
    char a[] = "leHlo\n";
    myswap(&a[0], &a[2]);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static void myswap(char * a, char * b)
{
    char tmp = *a;
    *a = *b;
    *b = tmp;
}

int main(void)
{
    char a[] = "leHlo\n";
    myswap(&a[0], &a[2]);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static int mycharcmp(const void * a, const void * b)
{
    return *((const char*)a) - *((const char*)b);
}

int main(void)
{
    char a[] = "leHlo\n";
    qsort(a, strlen(a) - 1, 1, mycharcmp);
    myputchars(a);
    return 0;
}
```

Title

```
static void myputchars(const char * s)
{
    while (*s)
        putchar(*s++);
}

static int mycharcmp(const void * a, const void * b)
{
    return *((const char*)a) - *((const char*)b);
}

int main(void)
{
    char a[] = "leHlo\n";
    qsort(a, strlen(a) - 1, 1, mycharcmp);
    myputchars(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
static void mydelayedputchar(char ch, long ms)
{
    thrd_sleep(&(struct timespec){.tv_nsec=ms*1000*1000}, NULL);
    putchar(ch), fflush(stdout);
}

static void mytypewriter(const char * s)
{
    while (*s)
        mydelayedputchar(*s++, (rand() % (1000 * 2)));
}

int main(void)
{
    char a[] = "Hello\n";
    mytypewriter(a);
    return 0;
}
```

Title

```
int main(void)
{
    long value = 0x006f6c6c6548;
    puts(&value);
    return 0;
}
```

Title

```
int main(void)
{
    long value = 0x006f6c6c6548;
    puts(&value);
    return 0;
}
```

Title

```
int main(void)
{
    bool b;
    unsigned char * c = (unsigned char*)&b;
    *c = 42;
    if (b)
        printf("He");
    if (!b)
        printf("llo\n");
    return 0;
}
```

Title

```
int main(void)
{
    bool b;
    unsigned char * c = (unsigned char*)&b;
    *c = 42;
    if (b)
        printf("He");
    if (!b)
        printf("llo\n");
    return 0;
}
```

Title

```
int main(void)
{
    bool b;
    unsigned char * c = (unsigned char*)&b;
    *c = 42;
    if (b)
        printf("He");
    if (!b)
        printf("llo\n");
    return 0;
}
```

```
llo
```

```
He
```

Title

```
int main(void)
{
    bool b;
    unsigned char * c = (unsigned char*)&b;
    *c = 42;
    if (b)
        printf("He");
    if (!b)
        printf("llo\n");
    return 0;
}
```

!