SRI VASAVI ENGINEERING COLLEGE
PEDATADEPALLI, TADEPALLIGUDEM-534 101
Department of Computer Science & Engineering
(Accredited by NBA)

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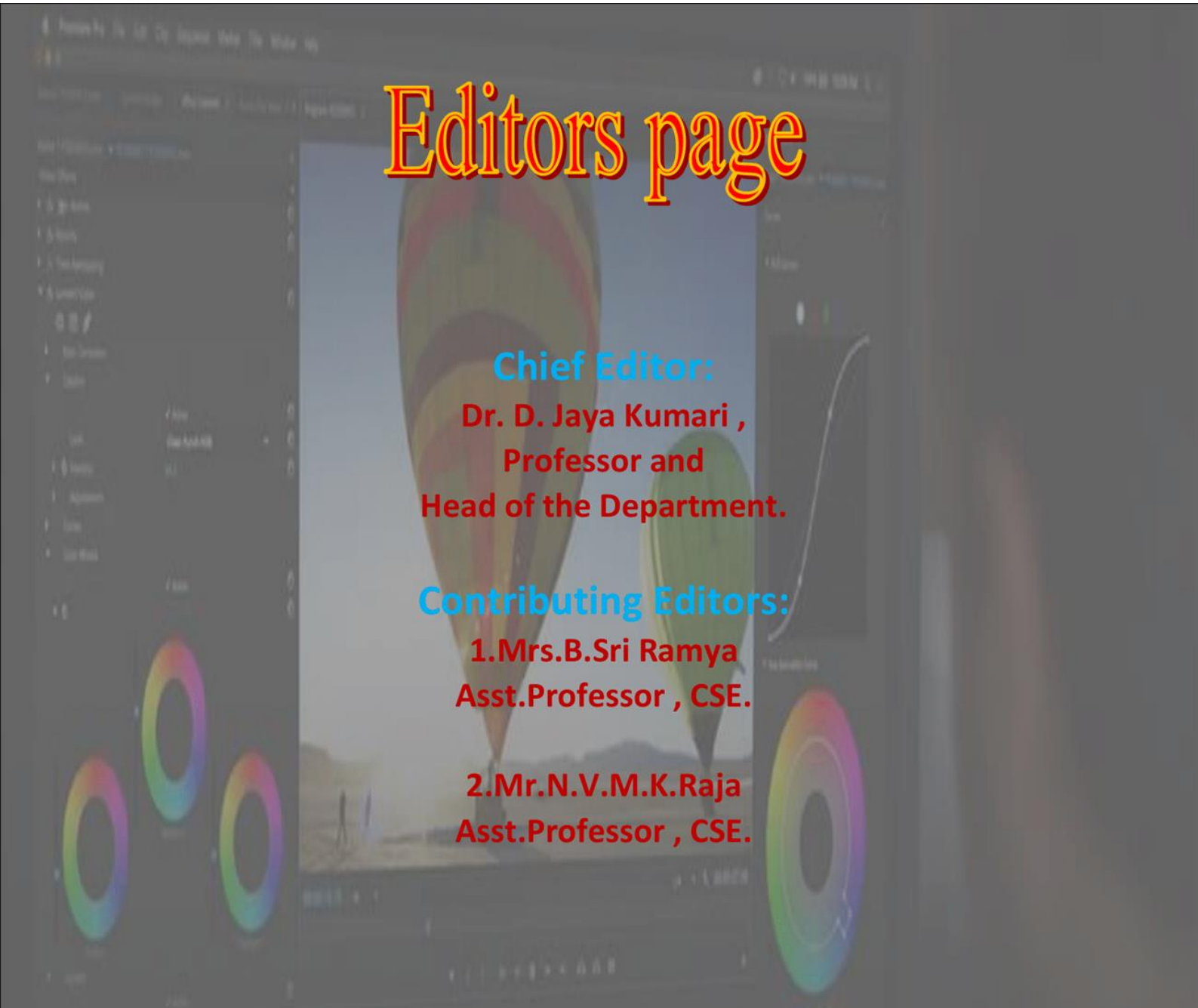
Editors page



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contents

Getting Started with TensorFlow in Google Colaboratory

TensorFlow is the dominating Deep Learning framework for Data Scientists and Jupyter Notebook is the go-to tool for Data Scientists. What if you can use TensorFlow from anywhere without the hassle of setting up the environment? Better yet, what if you can use GPU to train your Deep Learning models for free?

Google Colaboratory (Colab)is the answer! It is a very exciting technology that allows Data Scientists to focus on building Machine Learning models instead of the logistics!

In this article, we'll not only walk through the basics of using Colab, but also help you get started with TensorFlow with easy to understand examples.

Here we go!

Opening up a Colab Notebook

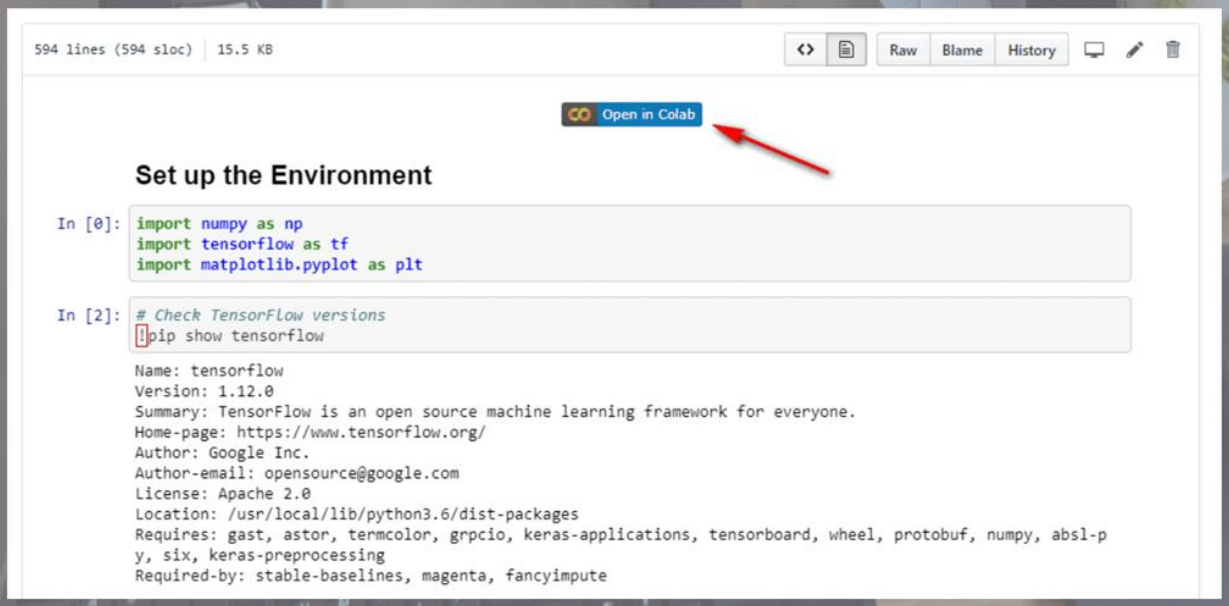
When using Colab for the first time, you can launch a new notebook here: https://colab.research.google.com/

Once you have a notebook created, it'll be saved in your Google Drive (Colab Notebooks folder). You can access it by visiting your Google Drive page, then either double-click on the file name, or right-click, and then choose "Open with Colab".

Connecting with GitHub

The builders of Colab are so thoughtful that they even baked in the functionality of committing to Github.

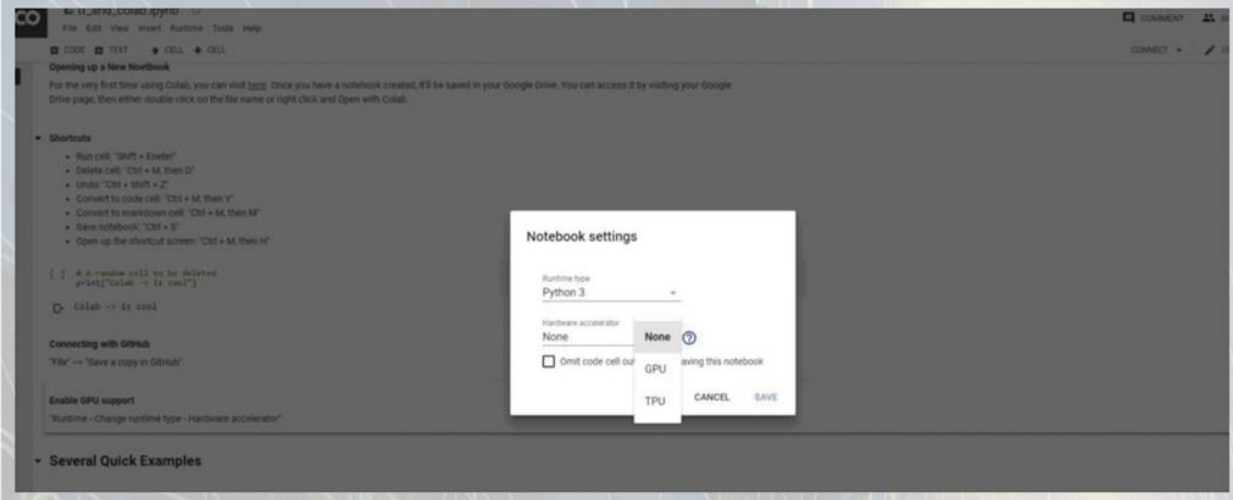
To connect with GitHub, you first need to create a repo with a master branch on GitHub. Then, from the drop-down menu, select "File —Save a copy in GitHub". You will be asked to authorize only for the first time. What's handy is that it even allows you to include an "Open in Colab" button in your notebook like this:



Enabling GPU Support

To turn on GPU for your Deep Learning projects, just go to the drop-down menu and select "Runtime — Change runtime type —

Hardware accelerator" and choose GPU



Working with Cells

For the most part, it's exactly the same with a local Jupyter Notebook. For example, to run a code cell, you can just press "Shift + Enter". Check out the below frequently used keyboard shortcuts (on Windows using Chrome):

- **Run cell: "Shift + Enter"**
- **Delete cell: "Ctrl + M, then D"**
- **Undo: "Ctrl + Shift + Z"**
- **Convert to code cell: "Ctrl + M, then Y"**
- **Convert to markdown cell: "Ctrl + M, then M"**
- **Save notebook: "Ctrl + S"**
- **Open up the shortcut screen: "Ctrl + M, then H"**

Tensors

TensorFlow bases its name on the word "tensor". What is a tensor anyway? In short, a multi-dimensional array. Let's see what that means!

- **We have one single number, e.g. 6, we call it a "scalar";**
- **We have three numbers, e.g. [6, 8, 9], we call that a "vector";**
- **We have a table of numbers, e.g. [[6, 8, 9], [2, 5, 7]], we call that a "matrix" (which has two rows and three columns);**
- **We have a table of table of numbers, e.g. [[[6, 8, 9], [2, 5, 7]], [[6, 8, 9], [2, 5, 7]]], and…we are running out of words here :(My friend, that is a tensor! *A tensor is just a generalized form of arrays that can have any number of dimensions*.**

In TensorFlow jargons, a scalar is a rank 0 tensor, a vector is rank 1 and matrix rank 2 etc. There are three frequently used types of tensors: constant, variable, and placeholder which are explained below.

Types of Tensors

Constants are exactly what their names refer to. They are the fixed numbers in your equation. To define a constant, we can do this:

```
a = tf.constant(1, name='a_var')
b = tf.constant(2, name='b_bar')
```

Aside from the value 1, we can also provide a name such as “a_var” for the tensor which is separate from the Python variable name “a”. It’s optional but will be helpful in later operations and troubleshooting.

After defining, if we print variable a, we’ll have:

```
<tf.Tensor 'a_var:0' shape=() dtype=int32>
```

Variables are the model parameters to be optimized, for example, the weights and biases in your neural networks. Similarly, we can also define a variable and show its contents like this:

```
c = tf.Variable(a + b)
c
```

and have this output:

```
<tf.Variable 'Variable:0' shape=() dtype=int32_ref>
```

But it’s important to note that all variables need to be initialized before use like this:

```
init = tf.global_variables_initializer()
```

You might have noticed that the values of a and b, i.e., integers 1 and 2 are not showing up anywhere, why?

That's an important characteristic of TensorFlow — "lazy execution", meaning things are defined first, but not run. It's only executed when we tell it to do, which is done through the running of a session! (Note that TensorFlow also has eager execution)

Session and Computational Graph

Now let's define a session and run it:

```
with tf.Session() as session:
  session.run(init)
  print(session.run(c))
```

Notice that within the session we run both the initialization of variables and the calculation of c. We defined c as the sum of a and b:

```
c = tf.Variable(a + b)
```

This, in TensorFlow and Deep Learning speak, is the "computational graph". Sounds pretty sophisticated, right? But it's really just an expression of the calculation we want to carry out!

Placeholder

Another important tensor type is the placeholder. Its use case is to hold the place for data to be supplied. For example, we defined a computational graph, and we have lots of training data, we can then use placeholders to indicate we'll feed these in later.

Let's see an example. Say we have an equation like this:

$$y = ax^2 + bx + c$$

Instead of one single x input, we have a vector of x's. So we can use a placeholder to define x:

```
x = tf.placeholder(dtype=tf.float32)
```

We also need the coefficients. Let's use constants:

```
a = tf.constant(1, dtype=tf.float32)

b = tf.constant(-20, dtype=tf.float32)

c = tf.constant(-100, dtype=tf.float32)
```

Now let's make the computational graph and provide the input values for x:

```
y = a * (x ** 2) + b * x + c

x_feed = np.linspace(-10, 30, num=10)
```

And finally, we can run it:

```
with tf.Session() as sess:

 results = sess.run(y, feed_dict={x: x_feed})

print(results)
```

which gives us:

```
[ 200.       41.975304  -76.54321  -155.55554  -195.06174  -195.06174  -155.55554   -76.54324   41.97534   200.     ]
```

BY

A.N.V.VAMSI KRISHNA

17A81A0501

BLUE JACKING

Bluejacking is the sending of unsolicited messages over Bluetooth to Bluetooth-enabled devices such as mobile phones, PDAs or laptop computers, sending a vCard which typically contains a message in the name field (i.e. for bluedating or bluechat) to another Bluetooth enabled device via the OBEX protocol.

LAPTOP

COMPUTER

PDA

Bluetooth has a very limited range; usually around 10 meters on mobile phones, but laptops can reach up to 100 meters with powerful transmitters.

ORIGIN

This bluejack phenomenon started after a Malaysian IT consultant named "Ajack" posted a comment on a mobile phone forum.

Ajack told IT Web that he used his Ericsson cellphone in a bank to send a message to someone with a Nokia 7650. Becoming bored while standing in a bank queue, Ajack did a Bluetooth discovery to see if there was another Bluetooth device around.

Discovering a Nokia 7650 in the vicinity, he created a new contact and filled in the first name with 'Buy Ericsson!' and sent a business card to the Nokia phone.

HOW TO BLUE JACK

Assuming that you have a Bluetooth in your hands, the first thing to do is to make sure that blutooth is enabled. You will need to read the handboojk of the particular phone(or PDA etc) that you have but some where in the menu item you will find the item that enables and diabled Bluetooth

HOW TO BLUEJACK

Assuming that you now have a Bluetooth phone in your hands, the first thing to do is to make sure that Bluetooth is enabled. You will need to read the handbook of the particular phone (or PDA etc) that you have but somewhere in the Menu item you will find

the item that enables and disabled Bluetooth

Now, remember that Bluetooth only works over short distances, so if you are in the middle of Dartmoor then BlueJacking isn't going to work for you (unless the sheep have mobile phones these days!) so you need to find a crowd. BlueJacking is very new so not everyone will have a Bluetooth phone or PDA so the bigger the crowd the more likely you will have of finding a 'victim'. The Tube (yes, Bluetooth works underground), on the train, in a Cafe or standing in line are all good places to start.

You will now need to create a new Contact in your Phone Book - however rather than putting someone's name in the Name field you write your short message instead - so for example rather than creating a contact called Alan Philips you would write - "Hey, you have been BlueJacked!" instead (or whatever message you want to send)

Now select the new contact and from the Menu of the phone choose "Send via Bluetooth". This is a facility available within the Mobile Phone that was designed to send a Contact to someone else - useful in Business when trading names and addresses, however we are now going to use it to send our message that was contained in the Name field of the contact - clever eh?

Your phone or PDA will start to search the airwaves for other devices that within range. If you are lucky you will see a list of them appear, or it will say that it cannot find any. If the latter happens then relocate to another crowd or wait a while and try again. If you have a list of found devices then let the fun begin

Unfortunately, almost every Bluetooth enabled device will not yet be configured with a useful name - so you are going to have to guess. Some devices will be called by their Phone manufacturer (e.g. Nokia, Sony) or maybe a random string. Try one at random and look around to see who grabs their phone and then looks perplexed when they read your message

Steps in Mobile

The various steps involve in this are as follows:

1. First press the 5-way joystick down.

2. Then choose options.

3. Then choose "New contact"

4. Then in the first line choose your desired message

5. Then press done.

6. Then go to the contact.

7. Then press options.

8. Then scroll down to send.

9. Then choose "Via Bluetooth"

10. Then the phone will be searching for enabled Devices.

11. Then press "Select"

Personal computers/laptops

1. Go to contacts in your Address Book program (e.g. Outlook)

2. Create a new contact

3. Enter the message into one of the 'name' fields

4. Save the new contact

5. Go to the address book

6. Right-click on the message

7. Go to action

8. Go to Send to Bluetooth

9. Click on other

10. Select a device from the list and double click on it.

SOFTWARE TOOLS

There are some softwares to do blue jacking activities in an easier way

So by downloading the software on our personal computer or on yopur Bluetooth configured or enabled mobile phone we can do it directly by just searching the Bluetooth enbled device and send an unsolicited messages

There are many software tools available in the market and the name is according to their usage. some of tools are Redfang, Bluesniffer, Bluescanner, Bluesnarf and Bluebug.

RedFang:

Whitehouse has designed a software tool called RedFang which can discover Blueto0oth enabled devices that have been set to be non discoverable.

Bluesniffer:

Bluesniffer is a simp0le utility for finding discoverable and hidden Bluetooth-enbled devices. It op[erates on linux and it is a graphics tool.

Bluescanner:

Bluescanner searches out for the Bluetooth-enabled devices and tries to extract as much information as possible for each newly discovered device.

Bluesnarf:

Bluesnarf is a method of hacking into a Bluetooth-enabled mobile phone.

With this we can copy its entire information like contact book, pictures, their data etc.

This software gives the complete freedom to the hacker, to send a corruption code which will completely shut down the phone down and make the phone unusable.

Bluebug:

This simply exploits the Bluebug vulnerability of the Bluetooth enabled devices.

By exthis one access phone books, calls lists, data and other information aof that device.

USAGE OF BLUEJACKING

Bluejacking can be used in many fields and for various purposes.

The main fields where the bluejacking is used are as follows: -

Busy shopping centre

- Starbucks

- Train Station

- High Street

- On a train/ tube/ bus - Cinema - Café/ restaurant/ pub

- Mobile phone shop

- Electronics shop (e.g. Dixons)

The main use of bluejacking tools or bluejacking is in advertising purpose and location based purpose.

BY

P.MANASA

17A81A0506

GI-FI TECHNOLOGY

INTRODUCTION

Wi-Fi and Wi-Max have captured our attention. As there is no recent developments which transfer data at faster rate, as video information transfer taking lot of time. This leads to introduction of Gi-Fi technology .it offers some advantages over Wi-Fi, a similar wireless technology.

In that it offers faster information rate in Gbps, less power consumption(5 MV for Bluetooth and 10 MV for wifi) and low cost for short range transmissions(10 mts-100 mts using wifi and Bluetooth). Gi-Fi which is developed on a integrated wireless transceiver chip. In which a small antenna used and both transmitter- receiver integrated on a single chip which is fabricated using the complementary metal oxide semiconductor (CMOS) process. Because of Gi-Fi transfer of large videos, files will be within seconds where it takes hours of time by using other devices(Eg;Bluetooth,wifi).

The reason for pushing into Gi-Fi technology is because of slow rate, high power consumption, low range of frequency operations of earlier technologies i.e. Bluetooth and Wi-Fi .

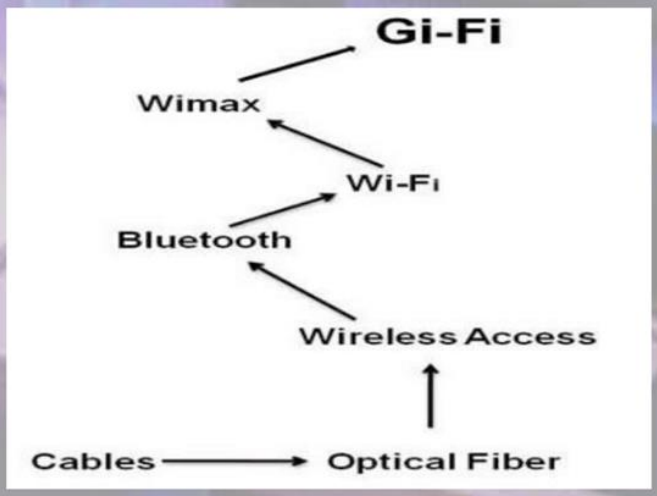
GI-FI

Gi-Fi or gigabit wireless is the world's first transceiver integrated on a single chip that operates at 60GHz on the CMOS process. It will allow wireless transfer of audio and video data at up to 5 gigabits per second, ten times the current maximum wireless transfer rate, at one-tenth the cost. NICTA researchers have chosen to develop this technology in the 57-64GHz unlicensed frequency band as the millimeter-wave range of the spectrum makes possible high component on-chip integration as well as allowing for the integration of very small high gain arrays. The available 7GHz of spectrum results in very high data rates, up to 5 gigabits per second to users within an indoor environment, usually within a range of 10 meters. It satisfies the standards of IEEE 802.15.3C 2.1

COMPARISION BETWEEN GI FI,WIFI AND BLUETOOTH

Characteristics	Gi-Fi	Wi-Fi	Bluetooth
Development Start	2004	1990	1998
Specification Authority	NICTA	IEEE, WECA	Bluetooth SIG
Frequency	57-64GHz	2.4 GHz	2.4 GHz
Data Transfer Rate	5 Gbps	11 Mbps	800 Kbps
Range	10 Meters	100 Meters	10 Meters
Power Consumption	< 2 MW	10 MW	5MW
Primary Devices	Mobile phones, Home Devices, Electronics etc.	Notebooks, Computers, Desktop Computers, Servers etc.	Mobile phones, Home Devices, Electronics etc.

NETWORK EVOLUTION



WORKING OF GI-FI

1.In GI-FI we will be use a time division duplex for both transmission and receiving.

2.The data files are up converted from IF range to RF 60Ghz range by using 2 mixers.

3.We will feed this to a power amplifier, which feeds millimeter-wave antenna.

4.The incoming RF signal is first down converted to an IF signal centered at 5 GHz .and then to normal data ranges.

5.In this we will use heterodyne construction for this process to avoid leakages due to direct conversion.

6.Due to availability of 7 GHz spectrum the total data will be transferred within seconds.

FEATURES OF GI-FI

1.HIGH SPEED OF DATA TRANSFER

2.SMALL SIZE(5mm)

3.COST EFFECTIVE

4.HIGH SECURITY

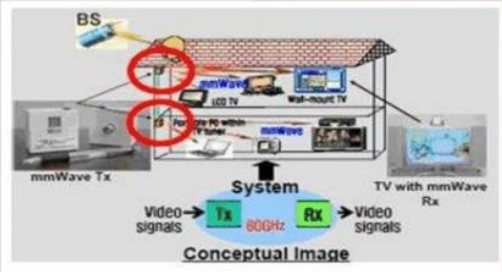
5.LOW POWER CONSUMPTION

6.HIGHLY PORTABLE

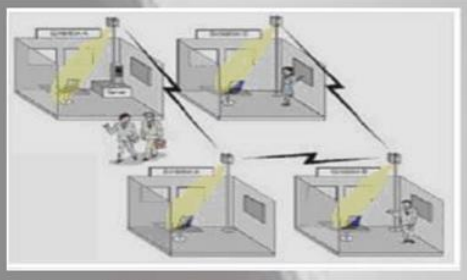
7.HIGH MOBILITY

Applications:

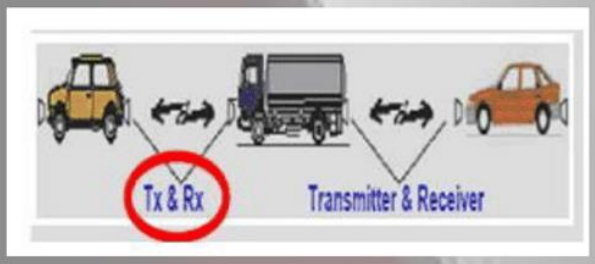
1. **House Hold Appliances**



2.OFFICE APPLIANCES

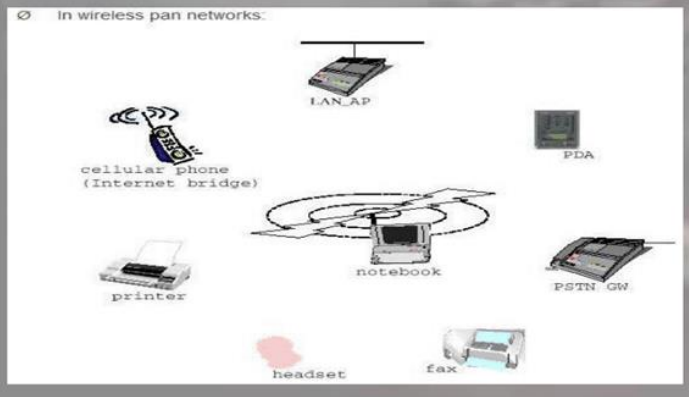


2. Inter-vehicle communication system



4.Video Transfer

GI-FI ACCESS DEVICES



CONCLUSION

Within five years, we expect Gi-Fi to be the dominant technology for wireless networking. By that time it will be fully mobile, as well

Details of Faculty attended FDPs, Workshops, Seminars, Conference etc., outside the college as well as inside the college: 13

S. No	Name and Designation of the Faculty	Name of Workshop/Seminar/ FDP/SDP Attended	Location	No. Of Days	From Date	To Date
1	I.Lavanya	Soft computing techniqes for Analysis of large data sets	National Institute of technology, AP	05	04-02-2019	09-02-2019
2	Dr .V Venkateswara Rao	Machine Learning for Applications in Language,Vision and Control	National Institute of technology, AP	06	25-03-2019	30-03-2019
3	Dr.J Veeraraghavan	Soft computing techniqes for Analysis of large data sets	National Institute of technology, AP	05	04-02-2019	09-02-2019
4	P Hari chandana	Soft computing techniqes for Analysis of large data sets	National Institute of technology, AP	05	04-02-2019	09-02-2019
5	T. Sujith Kumar	Development of laboratory instruction & Manual	SVEC Tadepalligudem	05	04-02-2019	08-02-2019
6	M R Rajeswari	Development of laboratory instruction & Manual	SVEC Tadepalligudem	05	04-02-2019	08-02-2019
7	R. Vinupriya	Development of laboratory instruction & Manual	SVEC Tadepalligudem	05	04-02-2019	08-02-2019
8	K Krishna vasu	Instructor Trainning program	SBTET ,Vijayawada	10	28-01--2019	06-02--2019
9	K Rajani kumari	AI & Machine Learning	SVEC Tadepalligudem	01 day	30-01--2019	30-01-2019
10	A Venkanna Babu	AI & Machine Learning	SVEC Tadepalligudem	01 day	30-01--2019	30-01-2019
11	T. Sujith Kumar	AI & Machine Learning	SVEC Tadepalligudem	01 day	30-01--2019	30-01-2019
12	V K Hanuman	Java Fundamentals	C R Reddy College of Engineering	05 days	21-01-2019	25-01-2019
13	V P R S SASTRY	AI USING ML & DL	Swarnandhra college of Engineering	05 days	07-01-2019	11-01-2019

Details of Publication of Faculty: 02

S. No.	Name of the faculty	Title of Paper	Title of Journal	ISSN No., Volume, Issue, Page no., Month & Year	SCI/ Scopus / UGC
1	M.R Raja Ramesh	Automated cloud service based quality requirement classification for software requirement specification.	Doi.org/10.1007/s12065-019-00241-6	Doi.org/10.1007/s12065-019-00241-6	SCI
2	Dr.Vedula Venkateswara Rao	Performance of Memory Virtualization Using Local Memory Resource Balancing	International Journal of Cloud Applications and Computing	IJCAC JAN 2019 ISSN 0974-3154 Volume 11, Number 2 (2018), pp. 201-218	SCOPUS

Workshops/FDPs/Seminars etc. conducted by the Department:

S.No	Date	Event Name	Name of the Eminent Guest	Audience	No. of Students participated
1	30.01.2019	**1 day Workshop on** AI and ML organized by IE(India), A.P state Centre	Dr. Nagesh Bhattu Sristy	IV CSE & Outside Participants	Internal Participants (69)+External Participants(31)

R&D activities/initiatives taken-up

As part of MOU with Bennet University the ATOM Research Group conducted the 1- day Workshop on AI and on30.01.2019 for IV CSE students & outside participants.

Farewell-2k19 Conducted on 23.03.2019

Student Participation in Sports /Cultural and Technical events outside the college and their achievements:

WINNERS LIST-2018-19					
S.NO.	**Regd.No.**	**NAME OF THE STUDENT**	**EVENT,VENUE**	**MONTH&YEAR**	**PRIZE**
1	17A81A0555	VaishnaviAgarwal	Elocution Conducted by Election Commission of India(National Level)	25th January 19	I prize
2	17A81A0594	P KanyakaAlekya	Elocution Conducted by Election Commission of India(National Level)	25th January'19	II prize

LIST OF STUDENTS WHO PARTICIPATED IN APSSDC Game development workshop					
S.No	**Regd.No.**	**Name of the Student**	**Branch**	**Competition**	**Duration**
1	17A81A0594	P KanykaAlekya	CSE	Game Development by APPSSDC SVEC,Tadepalligudem	7-9th Feb'19
2	17A81A0584	M Ambika	CSE	Game Development by APPSSDC	7-9th Feb'19
3	17A81A05B0	V Lakshya	CSE	SVEC,Tadepalligudem	7-9th Feb'19
4	17A81A05F6	T Uttej Kumar	CSE	Game Development by APPSSDC	7-9th Feb'19
5	17A81A05B3	A Satish	CSE	SVEC,Tadepalligudem	7-9th Feb'19
6	17A81A05E5	N Teja Kiran	CSE	Game Development by APPSSDC	7-9th Feb'19
7	17A81A05F4	R Sai Kiran	CSE	SVEC,Tadepalligudem	7-9th Feb'19
8	17A81A05C4	Shyam Kumar CH	CSE	Game Development by APPSSDC	7-9th Feb'19

9	17A81A05L4	V P S Prthyusha	CSE	SVEC,Tadepalligudem	7-9th Feb'19
10	17A81A05K4	P AdiLaksmi	CSE	Game Development by APPSSDC SVEC,Tadepalligudem	7-9th Feb'19

LIST OF STUDENTS WHO PARTICIPATED IN VARIOUS EVENTS IN 2018-19

SNo	Regd .No	Name of the student	Branch	Event Participated	Duration
1	16A81A05D4	LolithaPriya M	CSE	Debugging in ANVESHANA-2019,Conducted by SITE,Tadepalligudem	22-23rd Feb'19
2	16A81A05D4	LolithaPriya M	CSE	Coding Contest in ANVESHANA-2019,Conducted by SITE,Tadepalligudem	22-23rd Feb'19
3	17A81A0527	M Chandini	CSE	Code Debugging Conducted by GVIT FEST 2K19,tadepalligudem	15-16th Feb'19
4	17A81A0547	T S Jahnavi	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
5	17A81A0536	P Pavani	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
6	17A81A0541	SkAsishaMobin	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
7	17A81A0529	N Bhanu Saraswathi	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
8	17A81A0532	O LeelaBhavani	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19

9	17A81A0525	K S Bhuvaneswari	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
10	17A81A0552	V M S Shanmukhi	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
11	17A81A0551	V Jahnavi	CSE	2-day workshon on A Guide to Block Chain Ecosystem in ITYUKTA2K19 conducted by UCE Vizianagaram	25-26th Feb'19
12	17A81A05F1	P Sahithi	CSE	SMART INDIA HACKATHON 2019 conducted at S R K R Engineering college Bhimavaram	10th Jan'19
13	17A81A0521	N V Sri Lohitha	CSE	Paper presentation, coding, quiz in TECHUPHORIA-2K19 Conducted by SVEC,Tadepalligudem	10-11th Jan'19
14	16A81A0532	M LohithaPriya	CSE	Paper presentation, coding, quiz in TECHUPHORIA-2K19 Conducted by SVEC,Tadepalligudem	10-11th Jan'19
15	16A81A0551	V Jahnavi	CSE	Coding, quiz in TECHUPHORIA-2K19 Conducted by SVEC,Tadepalligudem	10-11th Jan'19
16	16A81A0552	V M S Shanmukhi	CSE	Coding, quiz in TECHUPHORIA-2K19 Conducted by SVEC,Tadepalligudem	10-11th Jan'19
17	16A81A0528	M Bhanu sri	CSE	IB Hubs POWER TO INDIA workshop conducted by SVEC, Tadepalligudem	

Snippets

What will be the output of the following C code?

1)

```
#include <stdio.h>
int main()
{
int i = 0;
int j = i++ + i;
printf("%d\n", j);
}
```

a) 0

b) 1

c) 2

d) Compile time error

2)

```
#include <stdio.h>
int main()
{
int i = 2;
int j = ++i + i;
printf("%d\n", j);
}
```

a) 6

b) 5

c) 4

d) Compile time error

3)

```
#include <stdio.h>
void main()
{
int x = 0;
if (x = 0)
printf("Its zero\n");
else
printf("Its not zero\n");
}
```

a) Its not zero

b) Its zero

c) Run time error

d) None

4)
```
#include <stdio.h>
void main()
{
int k = 8;
int x = 0 == 1 && k++;
printf("%d%d\n", x, k);
}
```

a) 0 9

b) 0 8

c) 1 8

d) 1 9

5)
```
#include <stdio.h>
void main()
{
char a = 'a';
int x = (a % 10)++;
printf("%d\n", x);
}
```

a) 6

b) Junk value

c) Compile time error

d) 7

6)
```
#include <stdio.h>
void main()
{
1 < 2 ? return 1: return 2;
}
```

a) returns 1

b) returns 2

c) Varies

d) Compile time error

7)
```
#include <stdio.h>
void main()
{
unsigned int x = -5;
printf("%d", x);
}
```

a) Run time error

b) Aries

c) -5

d) 5

8)

```
#include <stdio.h>

int main()

{

int x = 2, y = 1;

x *= x + y;

printf("%d\n", x);

return 0;

}
```

a) 5

b) 6

c) Undefined behaviour

d) Compile time error

ANSWERS:

1-b 2-a 3-a 4-c 5-c 6-d 7-c 8-b