

```
#include <stdio.h>
#include <math.h>
```

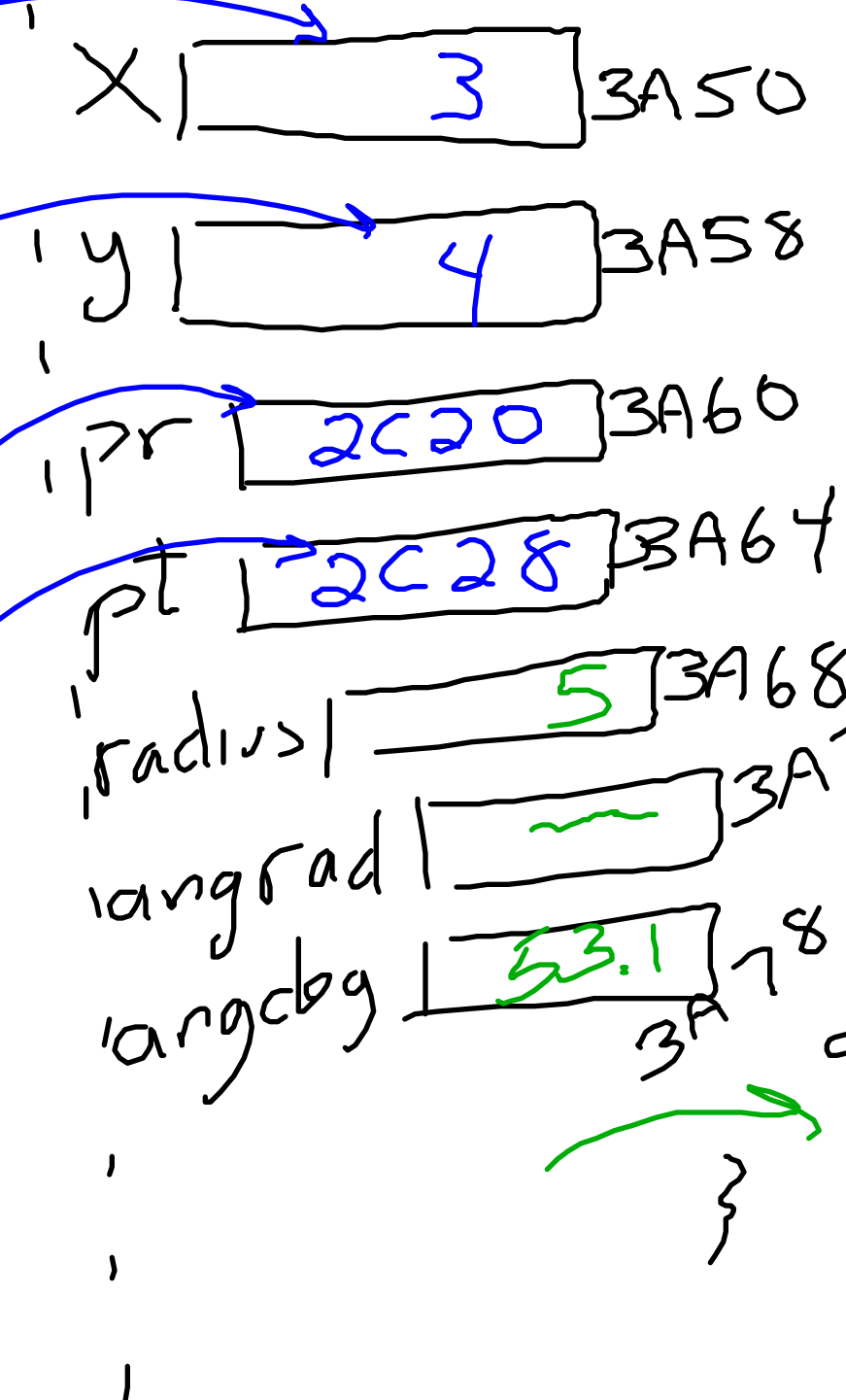
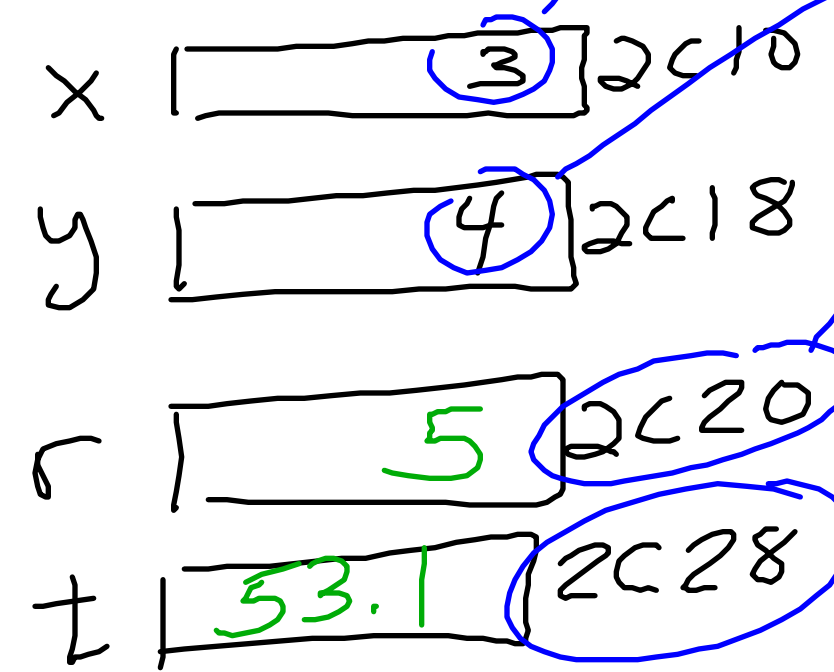
scope
main()

```
void rect2polar(double x, double y,
double* pr, double* pt)
```

```
{
double radius, angrad, angdeg;
radius = sqrt(x*x + y*y);
angrad = atan2(y, x);
angdeg = angrad * 180.0 / 3.14159;
*pr = radius;
*pt = angdeg;
}
```

```
void rect2polar(double x, double y,
double* pr, double* pt);
```

```
void main()
{
double x, y, r, t;
printf("Enter x and y:");
scanf_s("%lf %lf", &x, &y);
rect2polar(x, y, &r, &t);
printf("Polar equiv: %lf / -- %lf\n", r, t);
}
```



Shorthand

$i = i + 1$

$a = a - 1$

$j = j + 5$

$k = k - 3$

$b = b / 7$

$c = c * 251$

$d = d \% 2$

$i++$ or $++i$

$a--$ or $--a$
Post Pre

$j += 5;$

$k -= 3;$

$b /= 7;$

$c *= 251;$

$d %= 2;$

$b = 7; c = 5;$

$a = b++ * --c;$

after $a: 28$ $b: 8$ $c: 4$

$b = 9; c = 6;$

$a = b-- + ++c;$

after: $a: 16$ $b: 8$ $c: 7$

$a = b-- + c++ * --b + ++b$
undefined