



002 - C Programming Operators

OPERATORS

Operators:

- **operators are used with operands to build expressions (or test and change values)**

Unary operator



Binary operator



Ternary operator



Operator	Type
<code>++</code> , <code>--</code>	Unary operator
<code>+</code> , <code>-</code> , <code>*</code> , <code>/</code> , <code>%</code>	Arithmetic operator
<code><</code> , <code><=</code> , <code>></code> , <code>>=</code> , <code>==</code> , <code>!=</code>	Relational operator
<code>&&</code> , <code> </code> , <code>!</code>	Logical operator
<code>&</code> , <code> </code> , <code><<</code> , <code>>></code> , <code>~</code> , <code>^</code>	Bitwise operator
<code>=</code> , <code>+=</code> , <code>-=</code> , <code>*=</code> , <code>/=</code> , <code>%=</code>	Assignment operator
<code>?:</code>	Ternary or conditional operator

increment and decrement operators

```
#include <stdio.h>

main()
{
    int a = 10, b = 100;
    printf("++a = %d \n", ++a);
    printf("a++ = %d \n", a++);
    printf("--b = %d \n", --b);
    printf("b-- = %d \n", b--);
}
```

C PROGRAM- Addition

```
#include<stdio.h>
#include<conio.h>
void main()
{
int a,b;
clrscr();
printf("Enter Your Marks: \n");
scanf("%d",&a);
b = a++;
printf("Your New Marks are = %d",b);
getch();
}
```

increment and decrement operators

- **Increment (++) and Decrement (--)**
- **Pre Increment is ++a**
- (The value is incremented first and then transferred)
- **Post Increment is a++**
- (First Value is transferred and then value is incremented)
- **Pre Decrement --a**
- (The value is decremented first and then transferred)
- **Post Decrement a--**
- (First value is transferred and then value is decremented)

C PROGRAM- Addition

```
#include<stdio.h>
#include<conio.h>
void main()
{
int a,b;
clrscr();
printf("Enter Your Marks: \n");
scanf("%d",&a);
b = a++;
printf("Your New Marks are = %d",b);
getch();
}
```

OPERATORS

- Arithmetic operators (+ - / * %)
- Assignment operators (= * / % + - << >> & ^ |)
- Logical/Relational operators (== ! => < >= <= && ||)
- Bitwise operators (& | ^ << >> ~)

Operators Priority Table

Expression: $d=(a+b)/c$

Priority	Operator	Description
1st Priority	$*, /, \%$	Multiplication, Division, and Modulus division
2nd priority	$+, -$	Addition and subtraction
3rd Priority	$=$	Equal

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

```
#include<conio.h>
```

```
void main()
```

```
{
```

```
int a,b,c;
```

```
clrscr();
```

```
printf("Enter Two No:\n");
```

```
scanf("%d %d",&a,&b);
```

```
c = a % b;
```

```
printf("Answer = %d",c);
```

```
getch();
```

```
}
```

Example : Arithmetic Operators

```
void main()
{
int a = 9,b = 4, c;
c = a+b;
printf("a+b = %d \n",c);
c = a-b;
printf("a-b = %d \n",c);
c = a*b;
printf("a*b = %d \n",c);
```

```
c = a/b;
printf("a/b = %d \n",c);
c = a%b;
printf("Remainder when a
      divided by b = %d \n",c);
}
```

Program To Find Simple Interest

```
#include <stdio.h>
#include <conio.h>
void main()
{
    float p, r, si;
    int t;
    clrscr();
    printf("Enter the values of principal, rate and time\n");
    scanf ("%f %f %d", &p, &r, &t);
    si = (p * r * t)/ 100;
    printf ("Amount = Rs. %f\n", p);
    printf ("Rate   = Rs. %f\n", r);
    printf ("Time    = %d years\n", t);
    printf ("Simple interest = %f\n", si);  getch(); }
```

Compound Assignment operators

Operators	Example
=(Assignment)	C=A+B
+=(Add and assign)	C+=A(C=C+A)
-= (Subtract and assign)	C-=A(C=C-A)
=(Multiply and assign)	C=A (C=C*A)
/=(Divide and assign)	C/=A(C=C/A)
%=(Modulo and assign)	C%=A(C=C%A)

C Assignment Operators

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

```
void main() {
    int a = 5, c;
    clrscr();
    c = a;
    printf("c = %d\n", c);
    c += a;
    printf("c = %d\n", c);
    c -= a;
    printf("c = %d\n", c);
```

```
    c *= a;
    printf("c = %d\n", c);
    c /= a;
    printf("c = %d\n", c);
    c %= a;
    printf("c = %d\n", c);
    getch();
}
```

C Relational Operators

Operator	Meaning of Operator	Example
==	Equal to	<code>5 == 3</code> is evaluated to 0
>	Greater than	<code>5 > 3</code> is evaluated to 1
<	Less than	<code>5 < 3</code> is evaluated to 0
!=	Not equal to	<code>5 != 3</code> is evaluated to 1
>=	Greater than or equal to	<code>5 >= 3</code> is evaluated to 1
<=	Less than or equal to	<code>5 <= 3</code> is evaluated to 0

Relational Operators

```
void main()  
{  
    int a = 5, b = 5, c = 10;  
    printf("%d == %d is %d \n", a, b, a == b);  
    printf("%d == %d is %d \n", a, c, a == c);  
    printf("%d > %d is %d \n", a, b, a > b);  
    printf("%d > %d is %d \n", a, c, a < c);  
    printf("%d < %d is %d \n", a, b, a < b);  
    printf("%d < %d is %d \n", a, c, a > c);  
}
```

Logical operator operation

Operand (A)	Operand (B)	AND (A&B)	OR (A/B)	XOR (A^B)	NOT (~A)
0	0	0	0	0	1
0	1	0	1	1	1
1	0	0	1	1	0
1	1	1	1	0	0

Example : Relational Operators

```
main()
```

```
{
```

```
int a = 5, b = 5, c = 10, result;
```

```
result = (a == b) && (c > b);
```

```
printf("(a == b) && (c > b) is %d \n", result);
```

```
result = (a == b) && (c < b);
```

```
printf("(a == b) && (c < b) is %d \n", result);
```

```
result = (a == b) || (c < b);
```

```
printf("(a == b) || (c < b) is %d \n", result);
```

```
}
```

Bitwise Operators

```
void main()
{
    unsigned char a = 5, b = 9; // a = 5(00000101), b = 9(00001001)
    clrscr();
    printf("a = %d, b = %d\n", a, b);
    printf("a&b = %d\n", a & b);    // The result is 00000001
    printf("a|b = %d\n", a | b);    // The result is 00001101
    printf("a^b = %d\n", a ^ b);    // The result is 00001100
    printf("b<<1 = %d\n", b << 1); // The result is 00010010
    printf("b>>1 = %d\n", b >> 1); // The result is 00000100
    getch();
}
```

Ternary operator

Conditional or Ternary Operator (?:) in C/C++

Syntax

condition ? value_if_true : value_if_false



Program to Find Largest Among Two Numbers Using Ternary Operator

```
#include <stdio.h>

void main()
{
    int a = 5, b = 10, c; // variable declaration
    c = (a > b) ? a : b; // Largest among n1 and n2
    printf("Largest number between %d and %d is %d",a, b, c);
}
```

TYPE CONVERSION

```
void main()
{
int a=5, b=8, c;
float d, e;
c = a/b;
printf("\n %d",c);
d=a/b;
printf("\n %f \n",d);
e=float(a)/float(b);
printf("\n %f\n", e);
}
```

The sizeof() operator

sizeof()

sizeof() call to display the size (in bytes) of the standard C data types (char,int, long...)

sizeof (char) =1

sizeof (int) =2

sizeof (float) =4

sizeof (double) =8

sizeof() Operator

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

void main()
{
    int i=20;
    clrscr();
    printf("value of i=%d\n",i);
    printf("size of i=%d", sizeof(i));
    getch();
}
```

A close-up photograph of a folded yellow envelope in the top-left corner, resting on a textured orange surface. The words "thank you" are written in a gold, cursive script across the middle of the frame.

thank you