

Assignment:operator

1)Bitwise operator:

Bitwise operator is a operation can performed on bit level using bitwise operators.Bitwise operations are contrasted by byte-level operations which characterized the Bitwise operators

And OR and NOT operators

Example:

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

```
{
```

```
Int main
```

```
Int arr[]={12,12,14,90,};
```

```
Printf("The odd occurring element is %d"
```

```
Findodd(arr,n))
```

```
Return 0;
```

```
}
```

Output:

The odd occurring element is 90

Ternary operator :

Ternary operator is for decision making in place of no longer if ND else conditional statements

Syntax:

(Expression-1)?expression-2:expression-3

Example:

```
#include(io stream.h>
```

```
Int main()
```

```
{
```

```
Int a=10;
```

```
Int b=20;
```

```
Int max=a>b?a:b;
```

```
Cout<<"Maximum return value="<<max<<"\n";
```

```
Return 0;
```

```
}
```

Assignment:operator

Cluclator program

```
#include <stdio.h>
int main() {
    char operator;
    double first, second;
    printf("Enter an operator (+, -, *,,): ");
    scanf("%c", &operator);
    printf("Enter two operands: ");
    scanf("%lf %lf", &first, &second);

    switch (operator) {
        case '+':
            printf("%.1lf + %.1lf = %.1lf", first, second, first + second);
            break;
        case '-':
            printf("%.1lf - %.1lf = %.1lf", first, second, first - second);
            break;
        case '*':
            printf("%.1lf * %.1lf = %.1lf", first, second, first * second);
            break;
        case '/':
            printf("%.1lf / %.1lf = %.1lf", first, second, first / second);
            break;
        // operator doesn't match any case constant
        default:
            printf("Error! operator is not correct");
    }

    return 0;
}
```

Output

```
Enter an operator (+, -, *,,): *
Enter two operands: 1.5
4.5
1.5 * 4.5 = 6.8
```