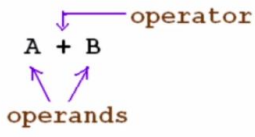


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**Unary operators :-**

e.g. +A, -A, !A etc.

**Binary operators :-**

e.g. A+B, A-B, A\*B etc.

**Terenary Operator :-**

`condition ? expr1 : expr2`

e.g.

```
int a = 10;
int b = 20;
int c;
c = a > b ? a : b;
```

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Arithmetic Operators :-

```
int a=10,b=3,c,d,e,f,g;
c = a + b; /* c will be 13 */
d = a - b; /* d will be 7 */
e = a / b; /* e will be 3 */
f = a * b; /* f will be 30 */
g = a % b; /* g will be 1
            (remainder) */
```

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### Logical Operators :-

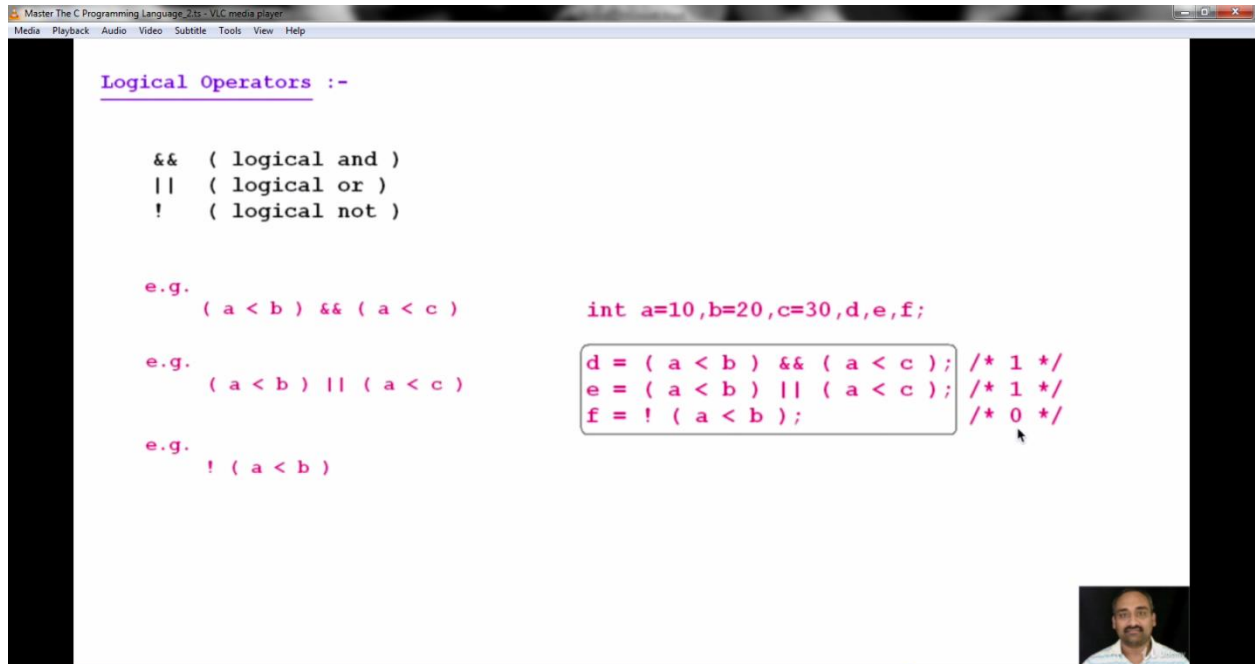
&& ( logical and )  
|| ( logical or )  
! ( logical not )

e.g.  
`( a < b ) && ( a < c )`

e.g.  
`( a < b ) || ( a < c )`

e.g.  
`! ( a < b )`

```
int a=10,b=20,c=30,d,e,f;  
  
d = ( a < b ) && ( a < c ); /* 1 */  
e = ( a < b ) || ( a < c ); /* 1 */  
f = ! ( a < b );           /* 0 */
```



04:29

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\*\*\*Technical TIP :- Logical And operator doesn't evaluate second expression if first evaluates to false.

E.g.

```
int a = 0 , b = 0 , c;  
c = ( a++ > 0 ) && ( b++ > 0 );  
What are the values of a,b,c ?  
Ans:-
```

`c = ( a++ > 0 ) && ( b++ > 0 )`

`0`

`0 > 0`

`false (i.e.0)`

`false( i.e. 0)`

a is 1  
b is 0 ( since it is not evaluated. )  
c is 0 ( since end result is false )

05:04

