

# C-OPERATORS

1Q.What are the operators with code examples in 'c' language?

A.

In C programming, operators are special symbols that perform operations on variables and values. Here's a breakdown of common operator types with code examples:

## 1. Arithmetic Operators:

☑ These perform mathematical calculations.

` + ` (Addition): Adds two operands.

` - ` (Subtraction): Subtracts the second operand from the first.

` \* ` (Multiplication): Multiplies two operands.

` / ` (Division): Divides the first operand by the second.

` % ` (Modulo): Returns the remainder of an integer division.

```c

## include

```
int main() {
```

```
    int a = 10, b = 3;
```

```
    printf("a + b = %d\n", a + b); // Output: 13
```

```
    printf("a - b = %d\n", a - b); // Output: 7
```

```
    printf("a b = %d\n", a b); // Output: 30
```

```
printf("a/b = %d\n", a / b); // Output: 3 (integer division)
```

```
printf("a %%b = %d\n", a % b); // Output: 1
```

```
return 0;
```

```
}
```

```
...
```

## 2. Relational Operators:

☑ These compare two operands and return a boolean result (true/1 or false/0).

`==` (Equal to): Checks if two operands are equal.

`!=` (Not equal to): Checks if two operands are not equal.

`>` (Greater than): Checks if the first operand is greater than the second.

`<` (Less than): Checks if the first operand is less than the second.

`>=` (Greater than or equal to): Checks if the first operand is greater than or equal to the second.

`<=` (Less than or equal to): Checks if the first operand is less than or equal to the second.

```
...c
```

## include

```
int main() {
```

```
int x = 5, y = 10;
```

```

printf("x==y is %d\n", x==y);

printf("x!=y is %d\n", x!=y);

printf("x>y is %d\n", x>y);

printf("x<y is %d\n", x<y);

printf("x>= 5 is %d\n", x>= 5);

printf("y<= 5 is %d\n", y<= 5);

return 0;

}

...

```

### ☑ **3. Logical Operators:**

These combine or modify boolean expressions.

`&&` (Logical AND): Returns true if both operands are true.

`||` (Logical OR): Returns true if at least one operand is true.

`!` (Logical NOT): Reverses the logical state of its operand.

` `c

## **include**

```

int main() {

    int p = 1, q = 0; // 1 for true, 0 for false

    printf("p&&q is %d\n", p&&q); // Output: 0

    printf("p||q is %d\n", p||q); // Output: 1
}

```

```
printf("!pis%d\n",!p);    // Output: 0

return 0;

}

...

```

#### 4. Assignment Operators:

☑ These assign a value to a variable.

` = ` (Simple Assignment): Assigns the value of the right operand to the left operand.

` += ` (Add and Assign): ` a += b ` is equivalent to ` a = a + b `.

` -= ` (Subtract and Assign): ` a -= b ` is equivalent to ` a = a - b `.

` \*= ` (Multiply and Assign): ` a \*= b ` is equivalent to ` a = a \* b `.

` /= ` (Divide and Assign): ` a /= b ` is equivalent to ` a = a / b `.

` %= ` (Modulo and Assign): ` a %= b ` is equivalent to ` a = a % b `.

```c

## include

```
int main() {

int val = 10;

printf("val = %d\n", val); // Output: 10

val += 5;

printf("val += 5: %d\n", val);

val -= 3;
```

```

printf("val -= 3: %d\n", val);

val = 2;

printf("val = 2: %d\n", val);

val /= 4;

printf("val /= 4: %d\n", val);

val %= 5;

printf("val %%= 5: %d\n", val);

return 0;

}

...

```

## 5. Increment and Decrement Operators:

☑ These increase or decrease the value of a variable by 1.

`++` (Increment): Increases the operand's value by 1.

**Prefix increment (`++var`)**: Increments the value then uses it.

**Postfix increment (`var++`)**: Uses the value then increments it.

`--` (Decrement): Decreases the operand's value by 1.

**Prefix decrement (`--var`)**: Decrements the value then uses it.

**Postfix decrement (`var--`)**: Uses the value then decrements it.

```C

## include

```
int main() {  
  
    int i = 5, j = 5;  
  
    int result1, result2;  
  
    result1 = ++i; // i becomes 6, then result1 gets 6  
  
    printf("Prefix increment: i = %d, result1 = %d\n", i, result1);  
  
    // Output: i = 6, result1 = 6  
  
    result2 = j++; // result2 gets 5, then j becomes 6  
  
    printf("Postfix increment: j = %d, result2 = %d\n", j, result2);  
  
    // Output: j = 6, result2 = 5  
  
    return 0;  
  
}
```

...

