

# 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  
return0;  
}  
...
```

## **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**

```
intmain() {  
intx=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 `):** Decrementsthe 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;  
}  
...
```

