

Logical operators :-

②	③	①
& &		! ← unary.
and	or	not

4 4  
and

11  
07

! ←  
not

1 ← unary.

Non zero  $\rightarrow$  True  
zero  $\rightarrow$  False

$$\text{if}(-2)$$

Hello ✓

else

Bye

$\downarrow$ a	a
T	F
F	T

```
printf("%d", !5); → 0
```

```
printf("o/d", !o); → 1
```

$a$	$b$	$a \uparrow b$	$a \parallel b$
T	F	F	T
F	T	F	T
T	T	T	T
F	F	F	F

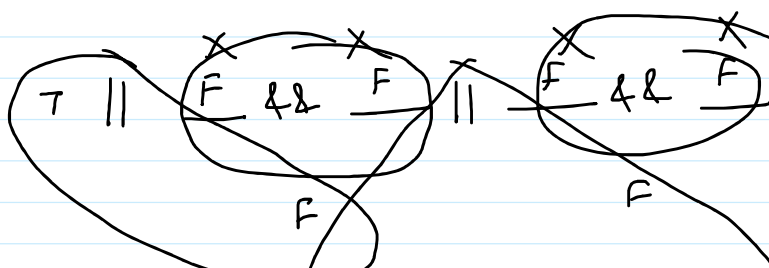
```
printf("%d", 544); → 1
```

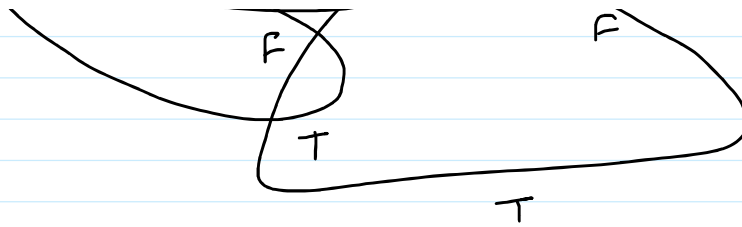
```
printf ("%d", s || 0); → 1
```

### Short circuit :-

$T \parallel \underline{X}$   $\swarrow$  short circuit

9 14 X





```
int a = 0, b = 0;
if (a++ && b++)
    printf("True");
else
    printf("False");
printf("%d %d", a, b); → False 1 0
```

```
a = 10, b = 10;
if (++1a && 1b++)
    "True";
else
    "False"; ✓
printf("%d %d", a, b); → False 1 1
```

Comma operator : →

high → ( )

5, 6, 7  
→

It works left to right and return right most value.

low → =  
low → ;

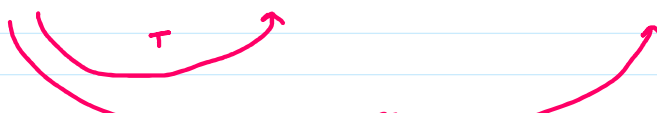
x

```
int a;
a = 5, 6, 7, 8;
printf("%d", a); → 5
```

```
int a;
a = (5, 6, 7, 8);
printf("%d", a); → 8
```

Conditional operator (?:) Ternary operator

Condition ? True statement : False statement;



max of 2 numbers

$a > b ? \text{ printf}("%d", a) : \text{ printf}("%d", b);$

Binary  $\rightarrow$  dec int

Bitwise operators:

$\&$  and     $|$  or     $\wedge$  xor     $\ll$  left shift     $\gg$  Right shift     $\sim$  Bitwise not

$(175)_{10} \longrightarrow (10101111)_2$

$256$   
 $\begin{matrix} 128 & 64 & 32 & 16 & 8 & 4 & 2 & 1 \\ (1 & 0 & 1 & 0 & 1 & 1 & 1 & 1) \end{matrix}$

$(110100)_2 \longrightarrow (52)_{10}$

$\begin{matrix} 32 & 16 & 8 & 4 & 2 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 \end{matrix}$

$\begin{array}{r} 175 \\ -128 \\ \hline 47 \\ -32 \\ \hline 15 \\ -8 \\ \hline 7 \\ -4 \\ \hline 3 \\ -2 \\ \hline 1 \\ -1 \\ \hline 0 \end{array}$

$\begin{array}{r} 11001 \\ 168421 \end{array}$

bitp

	a	b	$a \& b$	$a   b$	$a \wedge b$
$\rightarrow$	1	0	0	1	1
	0	1	0	1	1
	1	1	1	1	0
	0	0	0	0	0

$\text{printf}("%d", 5 \& 3);$   $\boxed{1}$

$5 \& 4 \rightarrow 4$

$5 | 3 \rightarrow 7$

$\begin{array}{r} 101 \\ 4011 \\ \hline 001 \rightarrow \end{array}$

$\begin{array}{r} 1001 \\ 4000 \\ \hline 1001 \end{array}$

$$5 \mid 3 \rightarrow 7$$

$$\begin{array}{r} 4 \begin{array}{|c|c|c|} \hline 1 & 0 & 1 \\ \hline \end{array} \\ \hline 1 \ 0 \ 0 \rightarrow \end{array}$$

$$\begin{array}{r} 1 \begin{array}{|c|c|c|} \hline 0 & 1 & 1 \\ \hline \end{array} \\ \hline 1 \ 1 \ 1 \rightarrow \end{array}$$

$$5 \wedge 3 \rightarrow 6 \checkmark$$

$$\begin{array}{r} 1 \ 0 \ 1 \\ \wedge \ 0 \ 1 \ 1 \\ \hline 1 \ 1 \ 0 \rightarrow \end{array}$$

## Double

$\ll$  → Left shift and fill with zero

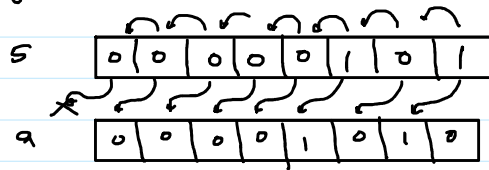
int a;

a = 5  $\ll$  1;

printf("%d", a); → 10

a = 5  $\ll$  2;

printf("%d", a); → 40

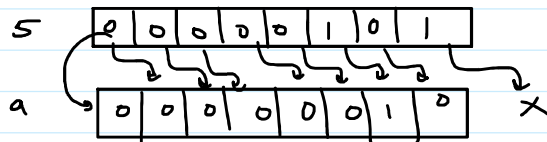


## Half

$\gg$  Right shift and fill with sign bit

a = 5  $\gg$  1;

printf("%d", a); [2]

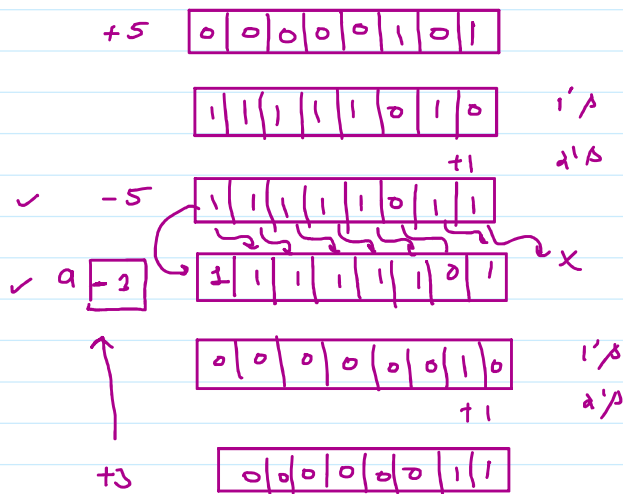


a = -5  $\gg$  1;

printf("%d", a); -3

$$\frac{2^5}{2} \leftarrow 5/2$$

$$\frac{2^5}{-3} \leftarrow -5/2$$



(Add one then sign change)

$\sim$  → Bitwise not (1's Complement)

$\sim$  Bitwise not (1's Complement)

$a = 5;$

$\text{printf}("%d", \sim a); \rightarrow -6$

$a = -5;$

$\text{printf}("%d", \sim a); \rightarrow 4$

$a = 5$

0 0 0 0 0 1 0 1

$\sim a$

1 1 1 1 1 0 1 0

$a = -5$

0 0 0 0 0 1 0 1

$\sim a$

0 0 0 0 0 1 0 1

$a = -5$

0 0 0 0 0 1 0 1

$\sim a$

0 0 0 0 0 1 0 1

$-5 + 1 \rightarrow +4$

swap 2 num

$\text{temp} = a$   
 $a = b$   
 $b = \text{temp}$

$a = a + b$   
 $b = a - b$   
 $a = a - b$

$a = a * b$   
 $b = a / b$   
 $a = a / b$

$a = a \wedge b$   
 $b = a \wedge b$   
 $a = a \wedge b$

Table of Precedence & Associativity

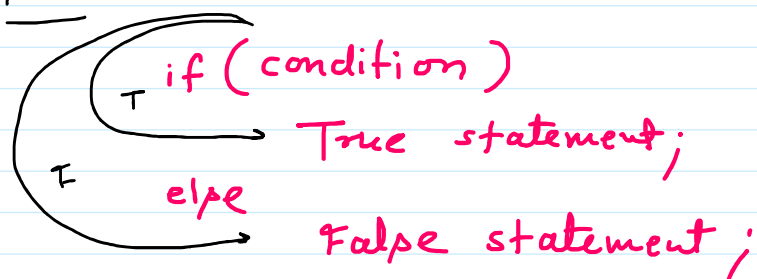
Rank	Operators	Associativity/Descriptions
1.		left to right
	()	Function call
	[]	Array element reference
	->	Structure operator
	.	Structure operator
2.		Right to left
	-	Unary minus
	+	Unary plus
	++	Increment
	--	Decrement
	!	Logical not
	~	One's complement
	*	Value of address
	&	Address of
	sizeof	Sizeof
	(type)	Typecasting
3.		Left to right
	*	Multiplication
	/	Division
	%	Modulus
4.		Left to right
	+	Addition
	-	Subtraction
5.		Left to right
	<<	Left Shift
	>>	Right Shift
6.		Left to right
	<	Less than
	<=	Less than equal
	>	Greater than
	>=	Greater than equal
7.		Left to right

==	Equality (conditions)
!=	Not Equal
8.	Left to right
&	Bitwise AND
9.	Left to right
^	Bitwise XOR
10.	Left to right
	Bitwise OR
11.	Left to right
&&	Logical AND
12.	Left to right
	Logical OR
13.	Right to left
? :	Conditional Operator
14.	Right to left
= *=	Assignment operators
/= %=	
+= -=	
&= ^=	
= <<= >>=	
15.	Left to right
,	Comma operator

## Condition :→

- ✓ 1. if else
- ✓ 2. Nested if else
- ✓ 3. only if
- 4. else if else
- 5. switch
- 6. conditional operator (?:)

## ① if else :→



max of 2 num

a, b

```

if (a > b)
    printf ("%d", a);
else
    printf ("%d", b);

```

```

    if (printf("Hello India"))
    {
    }

```

② Nested if else :→

```

    if (condition 1)
    {
        if (condition 2)
            True statement;
        else
            False statement;
    }
    else
    {
        if (condition 3)
            True statement;
        else
            False statement;
    }

```

max of 3 numbers :- a, b, c

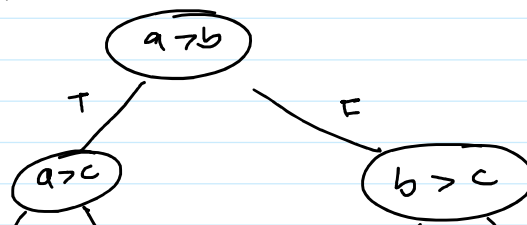
```

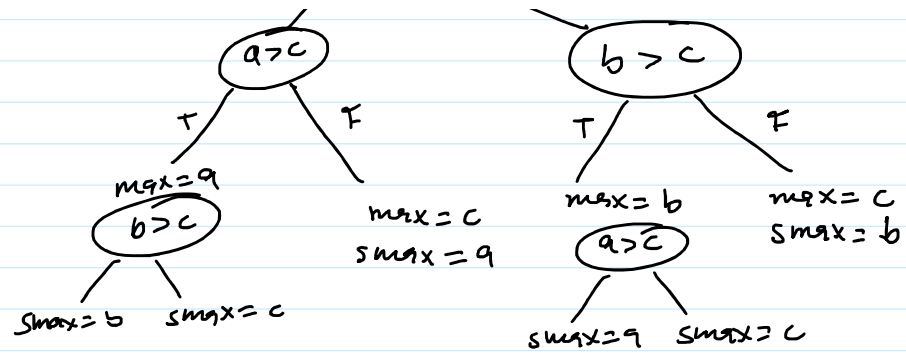
    if (a > b)
    {
        if (a > c)
            max = a;
        else
            max = c;
    }
    else
    {
        if (b > c)
            max = b;
        else
            max = c;
    }
    printf("u%d", max);

```

W.A.P to find max and second max of 3 nums

a, b, c





```

#include<stdio.h>
int main()
{
    int a,b,c,max,smax;
    printf("Enter 3 nums:");
    scanf("%d%d%d",&a,&b,&c);
    if(a>b)
    {
        if(a>c)
        {
            max=a;
            if(b>c)
                smax=b;
            else
                smax=c;
        }
        else
        {
            max=c;
            smax=a;
        }
    }
    else
    {
        if(b>c)
        {
            max=b;
            if(a>c)
                smax=a;
            else
                smax=c;
        }
        else
        {
            max=c;
            smax=b;
        }
    }
    printf("max = %d\nSecond max = %d",max,smax);
    return 0;
}
  
```

only if -

if (condition)  
True statement

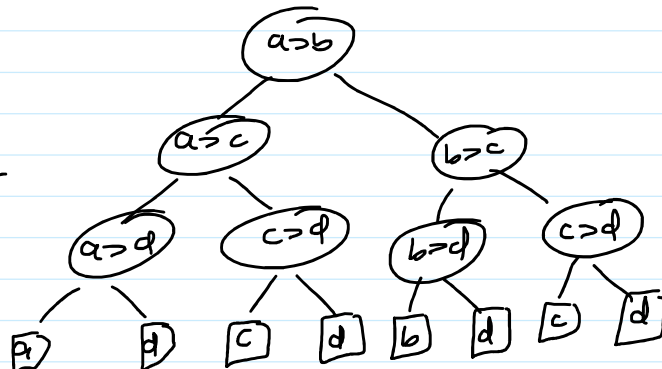
a, b, c, d

a > b



a, b, c, d

- ① max of 2 nos  
1 cond 2 stmt
- ② max of 3  
2 cond 4 stmt
- ③ max of 4  
3 cond 8 stmt



- ④ max of 5

15 cond & 16 stmt

max of 4 nums using only if  
a, b, c, d

```

max = a;
if (b > max)
    max = b;
if (c > max)
    max = c;
if (d > max)
    max = d;
  
```

max of 2 nums

max of 3 nums

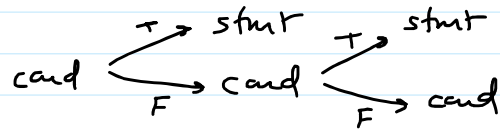
max of 4 nums

```

#include<stdio.h>
int main()
{
    int a,b,c,d,max;
    printf("Enter 4 nums:");
    scanf("%d%d%d%d",&a,&b,&c,&d);
    max=a;
    if(b>max)
        max=b;           //max of 2 nums
    if(c>max)
        max=c;           //max of 3 nums
    if(d>max)
        max=d;           //max of 4 nums
    printf("%d",max);
    return 0;
  
```

}

else if else :→



print Grade of a student  
conditioning one →

- ①  $per \geq 90 \rightarrow A$
- ②  $per \geq 70 \wedge < 90 \rightarrow B$
- ③  $per \geq 50 \wedge < 70 \rightarrow C$
- ④  $per < 50 \rightarrow D$

$P$  |

```

if (P >= 90)
    printf("Grade A");
else if (P >= 70)
    printf("Grade B");
else if (P >= 50)
    printf("Grade C");
else
    printf("Grade D");
  
```

max, smax of 3 num

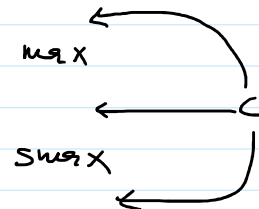
a, b,

```

if (a > b)
{
    max = a;
    smax = b;
}
else
{
    max = b;
    smax = a;
}
  
```

```

if (c > max)
{
    smax = max;
    max = c;
}
  
```



max    ~~max~~    ~~smax~~  
          smax    smax

$$\begin{cases} \text{max} = c; \\ \text{else if } (c > \text{smax}) \\ \text{smax} = c; \end{cases}$$

```

#include<stdio.h>
int main()
{
    int a,b,c,smax,max;
    printf("Enter 3 nums:");
    scanf("%d%d%d",&a,&b,&c);
    if(a>b)
    {
        max=a;
        smax=b;
    }
    else{
        max=b;
        smax=a;
    }
    if(c>max)
    {
        smax=max;
        max=c;
    }
    else if(c>smax)
        smax=c;
    printf("Max = %d\nSecond Max = %d",max,smax);
    return 0;
}

```

Q. A.P to print name of a day.

no	name
1	mon
2	Tues
3	wed
4	thurs
5	fri
6	sat
7	sun
other	invalid input

else if else

day 5

if ( day == 1)

else if (day == 2)

⋮

else if ( day == 7

else

Invalid Input

switch case :

switch (number)  
{  
    case value :  
        statement;  
        break;  
    :  
    default :  
        statement;  
}

```
#include<stdio.h>
int main()
{
    int day;
    printf("Enter number of a day:");
    scanf("%d",&day);
    switch(day)
    {
        case 1:
            printf("Mon");
            break;
        case 2:
            printf("Tue");
            break;
        case 3:
            printf("Wed");
            break;
        case 4:
            printf("Thu");
            break;
        case 5:
            printf("Fri");
            break;
        case 6:
            printf("Sat");
            break;
        case 7:
            printf("Sun");
            break;
        default:
            printf("Invalid");
    }
    return 0;
}
```

optional

int | char

float | string  
X X

case st ... end :  
    ↑   ↑  
    space

case 1 ... 10 :

default

Conditional operator :

a > b ? printf(a) : printf(b)

    ↑           ↑  
    T           F

```
#include<stdio.h>
int main()
{
    int a,b;
    printf("Enter 2 nums:");
    scanf("%d%d",&a,&b);
    a>b ? printf("%d",a) : printf("%d",b);
    return 0;
}
```

Nested  $\rightarrow$

max of 3 nums  $\rightarrow a, b, c$

$$\text{max} = a > b ? (a > c ? a : c) : (b > c ? b : c);$$

max of 4 nums  $\rightarrow$

$a, b, c, d$

$$\text{max} = a > b ? (a > c ? (a > d ? a : d) : (c > d ? c : d)) : (b > c ? (b > d ? b : d) : (c > d ? c : d));$$

is leap year  $\rightarrow$

$y \square$

if ( $y \% 100 == 0$ )  
 {  
     if ( $y \% 400 == 0$ )  
         leap  
     else  
         not leap  
 }  
 else  
 {  
     if ( $y \% 4 == 0$ )  
         leap  
     else  
         not leap  
 }

if else :-

$$\text{if} (\text{year} \% 400 == 0 \parallel y \% 4 == 0 \& \& y \% 100 != 0) \checkmark$$
  
 else  
 leap

not leap

$\text{if} (y \% 100 == 0 \ \&\& \ y \% 400 == 0)$  ✓

$\text{if} (y \% 100 \neq 0 \ \&\& \ y \% 4 == 0)$  ✓

$\text{if} (\underbrace{y \% 400 \neq 0} \quad || \quad \underbrace{y \% 100 \neq 0 \ \&\& \ y \% 4 \neq 0})$

else

leap

H.W

not

W.A.P to calculate bill Amount.

unit
✓ 1 — 100
✓ 101 — 300
301 — 500
501 above

per unit
0.80 ₹
1.50 ₹
2.00 ₹
3.00 ₹

Services charge ₹ 100

350 unit

100	→	0.80	→	80
200	→	1.50	→	300
50	→	2	→	100
				<u>480</u>