

# CHAPTER

## 2

## Instructions and Operators

A C-program is a set of instructions. Just like a recipe - which contains instructions to prepare a particular dish.

### Types of instructions.

1. Type declaration instruction
2. Arithmetic instruction
3. Control instruction

### Type of declaration instruction

```
int a;  
float b;
```

Other variables:

```
int i = 10;    float b = a + 3;  
int j = i;    float a = 1.1;  
int a = 2;
```



Error! as we use  
trying to use a before  
defining it.

```
int a, b, c, d;
```

```
a = b = c = d = 30;
```

Value of a, b, c and d will be 30 each.

# Arithmetic Instructions

Operators

int i = (3 \* 2) + 1

Operands

Operands can be int/float etc.

+, -, \*, / are arithmetic operators.

int b = 2, c = 3;

int z;

z = b \* c; ✓ legal

b \* c = z; ✗ illegal (not allowed)

% → Modular division operator

↵ → Return the remainder

↵ → Cannot be applied on float

% → Sign is same as of numerator

$$5 \% 2 = 1$$

$$-5 \% 2 = -1$$

Note:-

1. No operator is assumed to be present.

int i = ab (Invalid)

int i = a \* b (Valid)



2. There is no operator to perform exponentiation in C however we can use  $\text{pow}(x, y)$  from  $\langle \text{math.h} \rangle$  (more later).

## Type Conversion

An arithmetic operation between

int and int  $\rightarrow$  int  
int and float  $\rightarrow$  float  
float and float  $\rightarrow$  float

$$\left. \begin{array}{ll} 5/2 = 2 & 5.0/2 = 2.5 \\ 2/5 = 0 & 2.5/5 = 0.4 \end{array} \right\} \text{Important!}$$

Note:-

int a = 3.5; In this case 3.5(float) will be denoted to 3(int) because a is not able to store floats.

float a = 8; a will store 8.0  
 $8 \rightarrow 8.0$  (promotion to float)

## Quick Quiz

1. int k = 3.0/9 Value of k? and why?

Solve.

$$\frac{3.0}{9} = 0.333$$

but since k is an int.  
it cannot store floats 2 value  
0.33 is denoted to 0(zero).



## Operator precedence in C

$3 * x - 8 * y$  is  $(3x) - (8y)$  or  $3(x - 8y)$  ?

In c language simple mathematical rules like BODMAS, no longer applies.

The answer to the above question is provided by operator precedence and associativity.

Operators precedence: The following table lists the operator priority in C.

<u>Priority</u>	<u>Operators</u>
1st	$*, /, \div$
2nd	$+, -$
3rd	$=$

Operators of higher priority are evaluated first in the absence of parenthesis.

Operator Associativity: When operators of equal priority are present in an expression, the tie is taken care of by associativity.

$$x * y / z \Rightarrow (x * y) / z$$

$$x / y * z \Rightarrow (x / y) * z$$

$*, /$  follows left to right associativity.

## Control Instruction

Determines the flow of control in a program  
four type of control instructions in C are:

1. Sequence control instruction
2. Decision control instruction
3. Loop control instruction
4. Case control instruction

## Chapter-2 Practice Set

Q.1 Which of the following is invalid in C?

- (i) `int a; b=a;`
- (ii) `int v = 3^8`
- (iii) `char dt = '21 Dec 2020';`

Q.2 What data type will `3.0/8-2` return?

Q.3 Write a program to check whether a number is divisible by 97 or Not.

Q.4 Explain step by step evaluation of  $3 * x / y - z + k$  where  $x=2$ ,  $y=3$ ,  $k=1$

Q.5 `3.0 + 1` will be:

- (a) Integer
- (b) floating point number.
- (c) Character