

```
` object to mirror
 mirror_mod.mirror_object
  peration == "MIRROR_X":
irror_mod.use_x = True
lrror_mod.use_y = False
alrror_mod.use_z = False
     _operation == "MIRROR_Y":
   irror_mod.use_x = False
 mirror_mod.use_y = True
  mirror_mod.use_z = False
     _operation == "MIRROR_Z"
       rror_mod.use_x = False
     lrror_mod.use_y = False
       rror_mod.use_z = True
      melection at the end -add
           ob.select= 1
          er ob.select=1
           ntext.scene.objects.action
          "Selected" + str(modified
         irror ob.select = 0
     bpy.context.selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_objects[one.name].selected_
                     OPERATOR CLASSES - Operators
                                                                                           Abdul Haseeb
                         mirror to the selecte
            ject.mirror_mirror_x"
```

## **Agenda**

- Operators
- Arithmetic Operators
- Incremental or Decremental Operators
- Relational Operators
- Logical Operators
- Bitwise Operators
- Shift Operator
- Assignment Operator
- Ternary Operator

9/15/2023

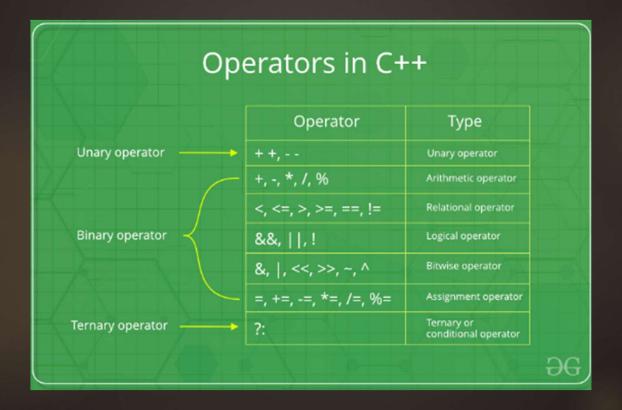
## Introduction

- Operators perform operations on operands
- Operands are variables on which operation is performed

```
int c = a + b;
```

Here, '+' is the addition operator. 'a' and 'b' are the operands that are being 'added'.

## Introduction





# Arithmetic Operators

- Perform arithmetic or mathematical operations on the operands
- Arithmetic operators can be classified into two categories:
  - Unary {Increment operator(++), Decrement Operator (--)}
  - ► Binary(+, -, \*, /, %)

### **String Concatenation**

**String concatenation** is the act of combining two strings together. This is done with the + operator.

```
string a = "This is an ";
string b = "example string";
string c = a + b;
cout << c << endl;</pre>
```

challenge

#### What happens if you:

- Concatenate two strings without an extra space (e.g. remove the space after an in string a = "This is an";)?
- Use the += operator instead of the + operator (e.g. a+=b instead of a + b)?
- Add 3 to a string (e.g. string c = a + b + 3;)?
- Add "3" to a string (e.g. string c = a + b + "3";)?

# String Concatenation