**Operators Cheat Sheet**

Definition:

“Operators are used to assign values, compare values, perform arithmetic operations and more. Operators allow programmers to create a single value from one or more values.”

Binary Operators:

* *Definition*: Requires two operands, one before the operator and one after the operator.
* *Syntax*: operand1 operator operand2
* *Example:* 2 + 3; or x \* z;

Unary Operators:

* *Definition*: Requires a single operand, either before or after the operator.
* *Syntax*: operator operand OR operand operator
* *Example*: y++ OR ++y

Arithmetic Operators: Multiplication, Division, Modulus, Addition and Subtraction

* *Definition*: Takes numerical values (either literals or variables) as their operands and returns a single numerical value.
* *Example*: var count = 10 + 5 - 4; // 11
* *Example*: var mult = 3 \* 5; // 15

Modulus Operators

* *Definition*: This will give us the remainder of two values.
* *Example*: 21 % 4; // 1

Assignment Operators:

* *Definition: Assigns a value to its left operand based on the value of its right operand.*
* *Example: var count = 5;*

Comparison Operators:

* *Definition*: Compare both sides of equation and returns a logical value based on whether the comparison is true. The operands can be numerical, string, logical, or object values.
* *Equality operator (==)*: Checks for equality in value. Coersion may take place finding equal values between a string and number.
* *Strict equality operator (===)*: Checks for equality in value and type. Does not leave room for coersion.
* example: 5 == '5'; // true
* example: 5 === '5' // false

String Operator:

* *Definition*: When the ‘+’ is used on strings the ‘+’ operator is called the concatenation operator.
* example: 'Hello' + ' ' + 'world'; // 'Hello world'