

Day-2.2

Agenda

Operators

Type Casting

Array

Operators

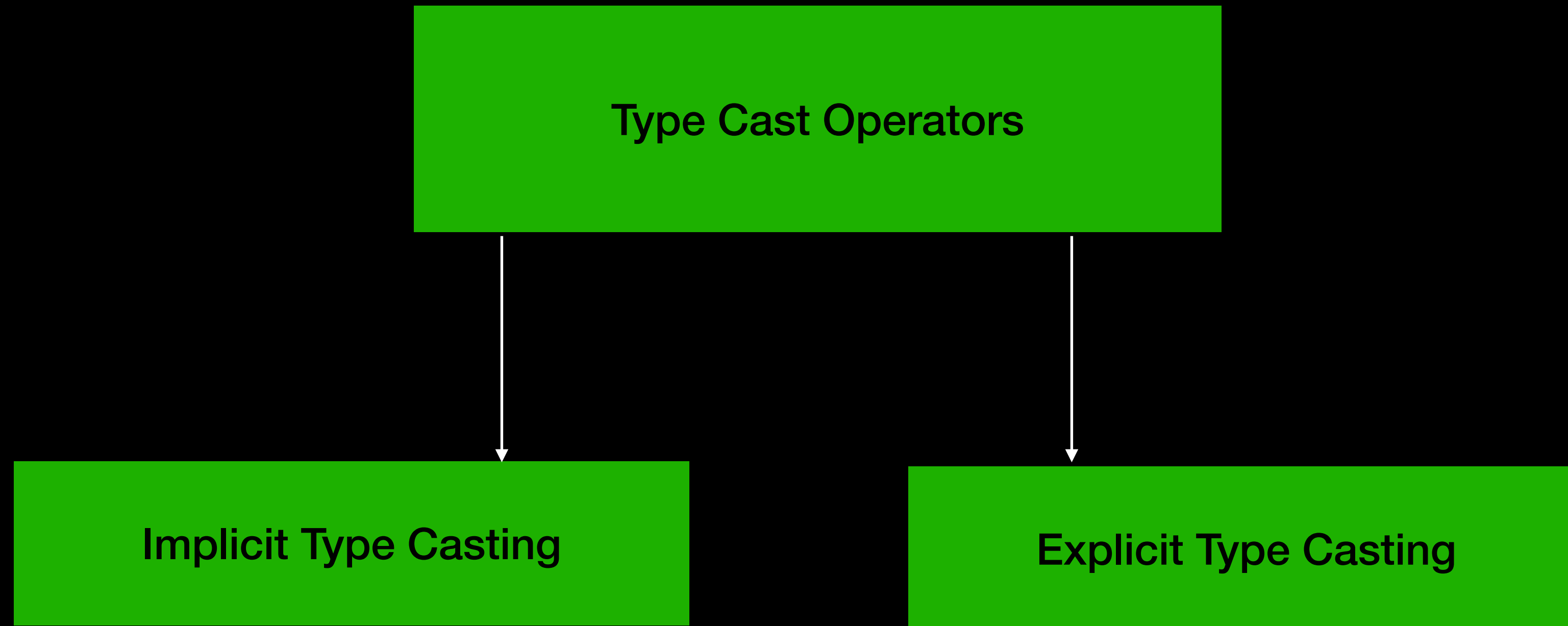
Bit-wise Operators [& , | , ^]

Operator	Meaning	Definition
&	AND	If both operands are True then result is True
	OR	If at least 1 operand is True then result is True
^	X-OR	If both operands are different then result is true

A	B	A & b
0	0	0
0	1	0
1	0	0
1	1	1

A	B	A b
0	0	0
0	1	1
1	0	1
1	1	1

A	B	A ^ b
0	0	0
0	1	1
1	0	1
1	1	0



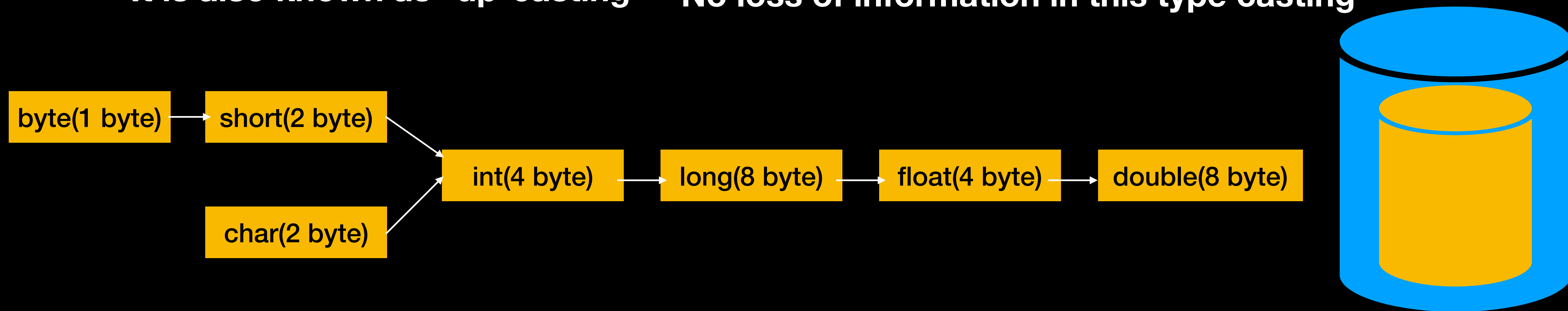
Type Casting

Implicit Type Casting

Compiler is the responsible to perform this type casting .

**This typecasting is required when ever we are assigning smaller data types value to bigger
To the bigger data type variables.**

It is also known as “up-casting ” No loss of information in this type casting

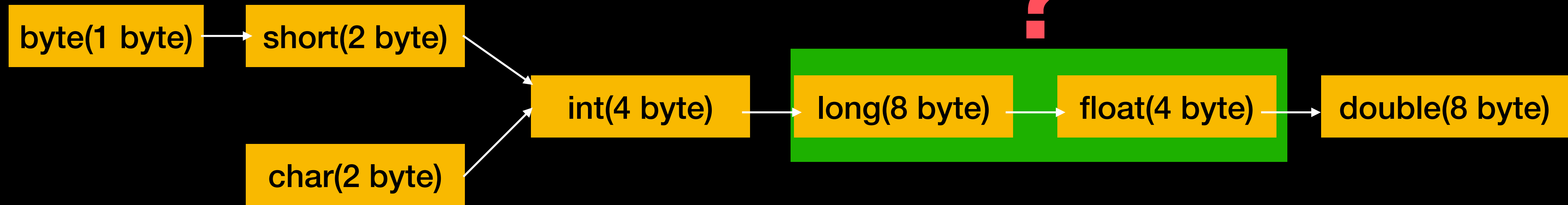


Type Casting

Implicit Type Casting

WHY

?

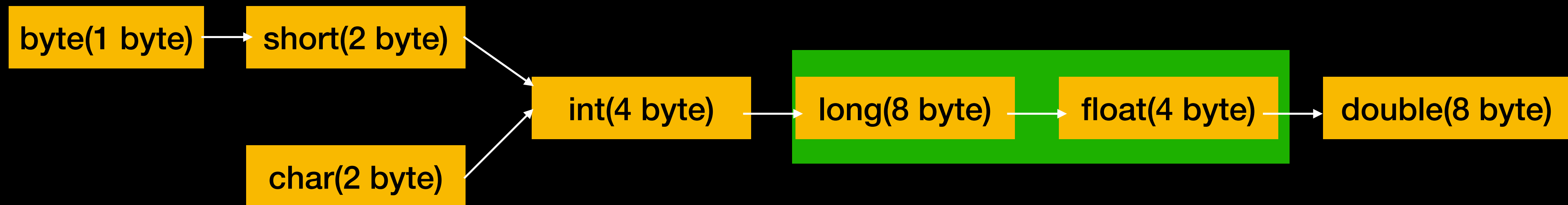


Type Casting

Implicit Type Casting

Although long use more bytes , but it has a smaller rang , max size is 2^{63}

Where as float can got up to 2^{127}



Type Casting

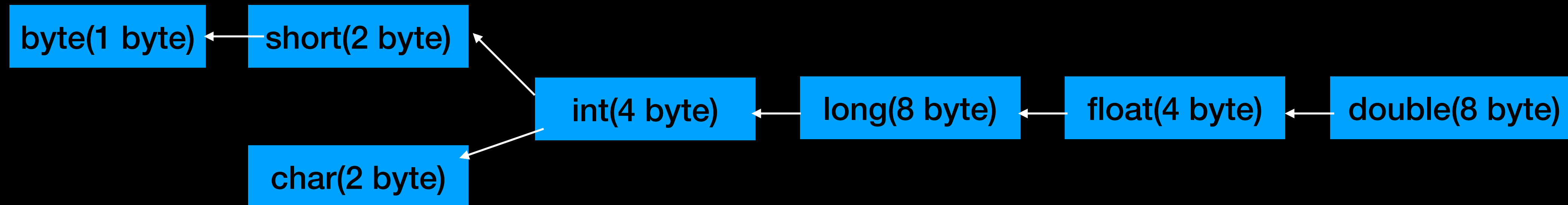
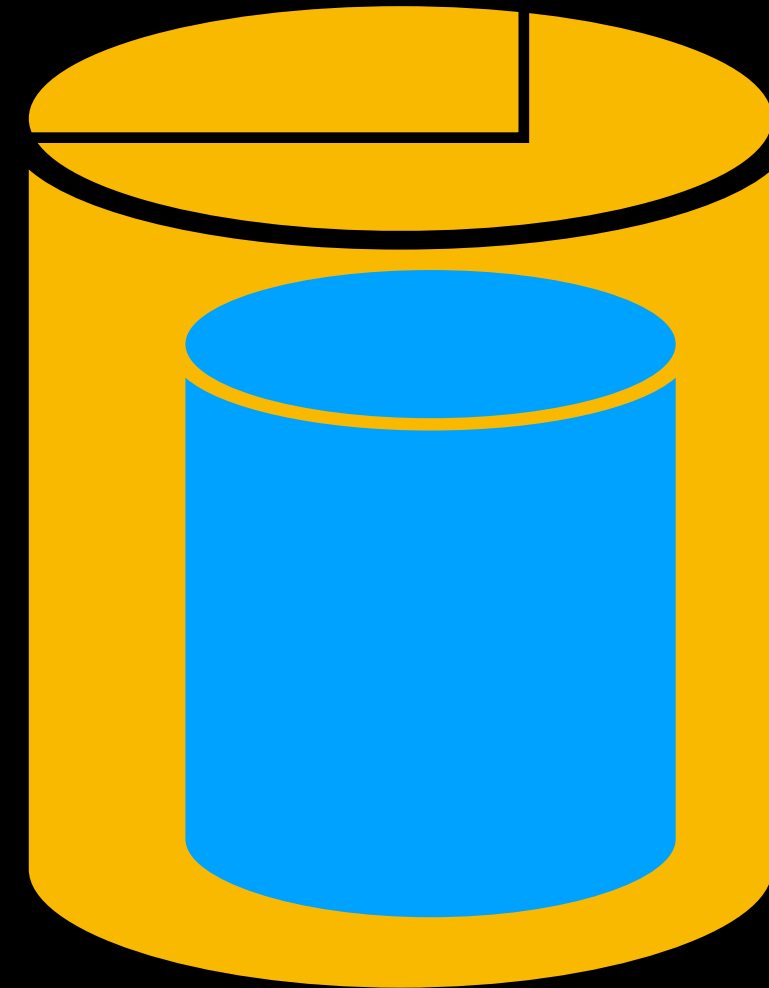
Explicit Type Casting

Programmer is responsible to perform the type casting

This typecasting is required when ever we are assigning bigger data types value to the smaller data type variables.

It is also known as “down-casting ”

There may be a chance of loss of information in this type casting



An array is an indexed collection of fixed no of homogeneous data element

The main advantage of array is we can represent multiple values under the same name.

**But the main limitations of array is once we can create an array there is no chance
Of increasing/decreasing size based on our requirements .**

Types of Array

Single Dimension Array

Double Dimensions Array or 2D Array

Triple Dimensions Array or 3D Array

Single Dimension Array

1. `int[] a;`

2. `int a [];`

3. `int []a;`

Double Dimensions Array or 2D Array

1. `int[][] a;`

2. `int [][] a;`

3. `int a[][];`

4. `int[] a[];`

5. `int[] []a ;`

6. `int []a [];`

Triple Dimensions Array or 3D Array

1. `int[][][] a;`

2. `int a[][][];`

3. `int [][][] a;`

4. `int[] [][]a ;`

5. `int[] a[][];`

6. `int[] [] a [];`

7. `int[][] [] a;`

8. `int[][] a[];`

9. `int [][]a[];`

10. `int [] a [][];`