***PYTHON OPERATORS***

* Arithmetic operators
* Assignment operators
* Comparison operators
* Logical operators
* Identity operators
* Membership operators
* Bitwise operators

**ARITHMETIC OPERATORS**

+, - ,\* , / , % , \*\* (exponentiation) , //(floor division)

**ASSIGNMENT OPERATORS**

= , +=, -= ,\*= ,/= , %= , //= ,\*\*= , &= , |= , ^= , >>= , <<=

**COMPARISON OPERATORS**

== ,!= ,> , < , >= ,<=

**LOGICAL OPERATOR**

* And ; return true if both statements are true
* or ;returns true if one of the statements is true
* not; reverses the results hence returns true if the statement is false i.e not(x<5 and x<10)

**IDENTITY OPERATORS**

Used to compare objects ,not if they are equal, but if they are actually the same object, within the same memory location.

* is ; returns true if both variables are the same object
* is not ; returns true if both variables are not the same objects

**MEMBERSHIP OPERATOR**

Used to test if a sequence is presented in an object.

* in ; returns true if a sequence with the specified value is present in the object
* not in ; returns true if a sequence with the specified value is not present in the object

**BITWISE OPERATOR**

Used to compare binary numbers.

& (AND ) sets each bit to 1 if both bits are 1

| (OR) sets each bit to 1 if one of bits are 1

^ (XOR) sets each bit to 1 if only one of two bits is 1

~ (NOT) inverts all the bits

<< Zero fill left shift ;shift left by pushing zeros in from the right and let the leftmost bits falls off

>> Signed right shift shift right by pushing copies of the leftmost bit in from the left ,and let the rightmost bit fall off