

```

<!-- example JS Operators -->

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8">

    <title>JS</title>

  </head>

  <body>

    <h3>demo on js operators</h3>

    <script>

      //let a=10, b=true, c="ram";    its valid

      let x=20, y=7;

      //arithmetic      +      -      *      /      %      **

      document.write(`Sum is `, x+y, `<br>`);

      document.write(`Prod is `, x*10, `<br>`);

      document.write(`power val `, 2**7, `<br>`);

      //relational      >      <      >=      <=      ==      !=

      document.write( x>y, `<br>` )

      document.write( y<=0, `<br>` )

      let z="7";

      document.write( y==z , `<br>` )      //converting into string
      "7"=="7"

      document.write( y===z, `<br>` )      //w/o converting
      7==="7"

```

```

        document.write( y!=z , `<br>` )    //converting into string
"7"!="7"

        document.write( y!=z, `<br>` )    //w/o converting
7!="7"


//logical      &&      ||      !

document.write( x>=1      &&      x<=50, `<br>` );

document.write(y===1 || y===5 || y===7, `<br>`);


//assignment      =

y=15;

        //shorthand      comb of      arith+assign,      bitwise+assign

y+=20;                //y=y+20;

x*=15;                //x=x*15;

        document.write(y, `<br>`, x, `<br>`);


//concat      +

document.write("rama "+"rao"+"<br>");

document.write("X val is "+x+"<br>")

document.write(x+true,`<br>`)


//bitwise      >>      <<      &      |      ~      ^


//unary      ++      --

y++;                //post incre

document.write(y, `<br>`)

```

```
++y;           //pre incre
```

```
document.write(y, `<br>`)
```

```
//ternary      ?:      (conditional)
```

```
document.write( y%2===0 ? "Even number" : "Odd number");
```

```
</script>
```

```
</body>
```

```
</html>
```