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<<=	left shift AND assignment operator
>>=	Right shift AND assignment operator
&=	Bitwise AND assignment operator
^=	Bitwise exclusive OR and assignment operator
|=	Bitwise inclusive OR and assignment operator.

* Precedence of operators

~> The operator are applied and evaluated based on precedence. for example (+, -) has less precedence compared to (*, /). Hence * & / are evaluated first.

In case we like to change this order, we use Parenthesis.

* Associativity

~> Associativity tells the direction of execution of operators It can either be left to right or right to left : 1) *, / -> L to R
2) +, - -> L to R
3) ++, = -> R to L

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* Resulting data type after arithmetic operation.

following table summaries the resulting data types after arithmetic operation on them.

R = b + s → int
R = s + i → int
R = l + f → float
R = i + f → float
R = c + i → int
R = c + s → int
R = l + d → double
R = f + d → double

where,
b → byte f → float
s → short d → double
i → integer l → long
c → character.