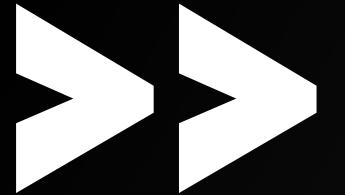
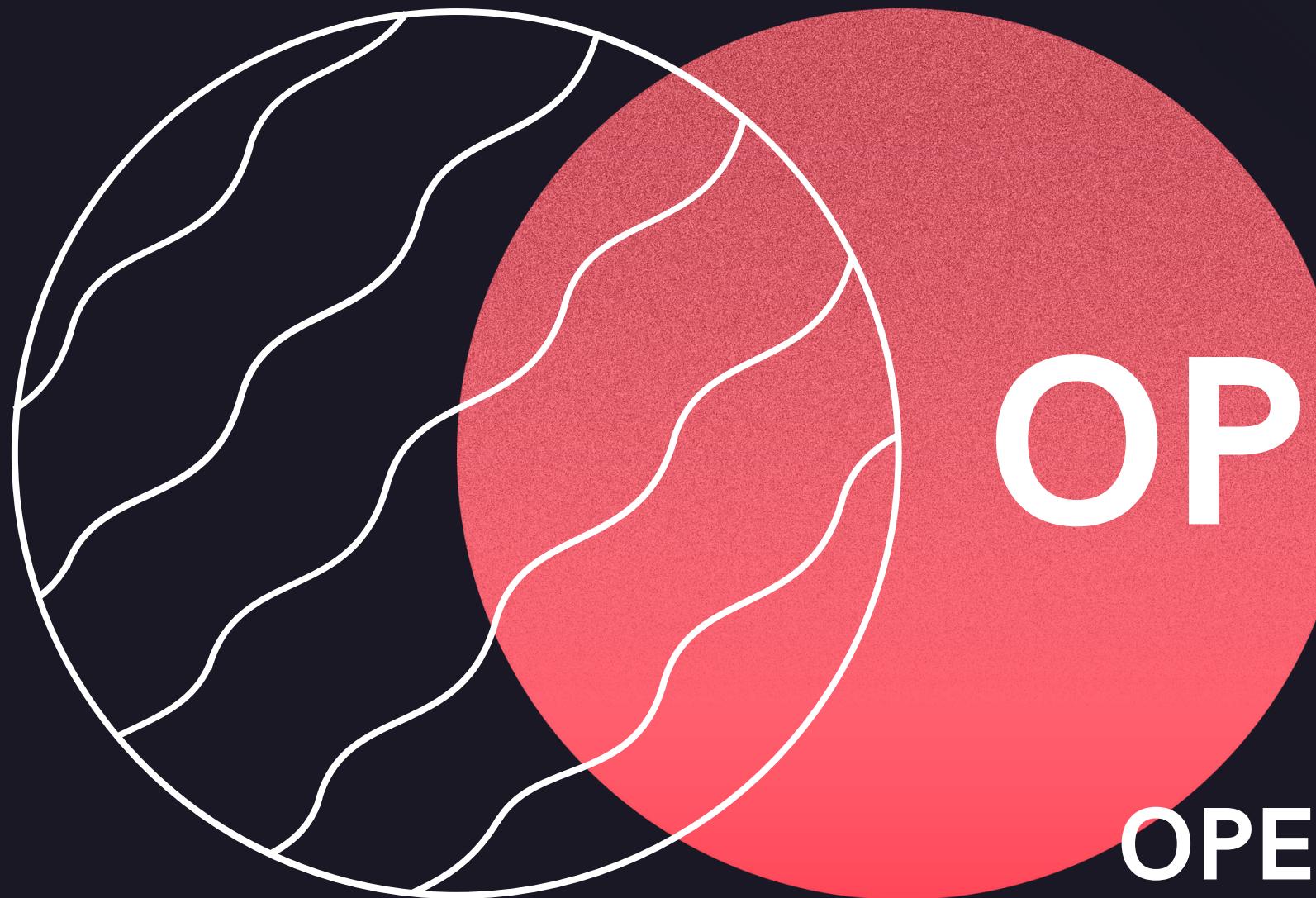


DSA BOOTCAMP

SESSION 1
11FEB2023



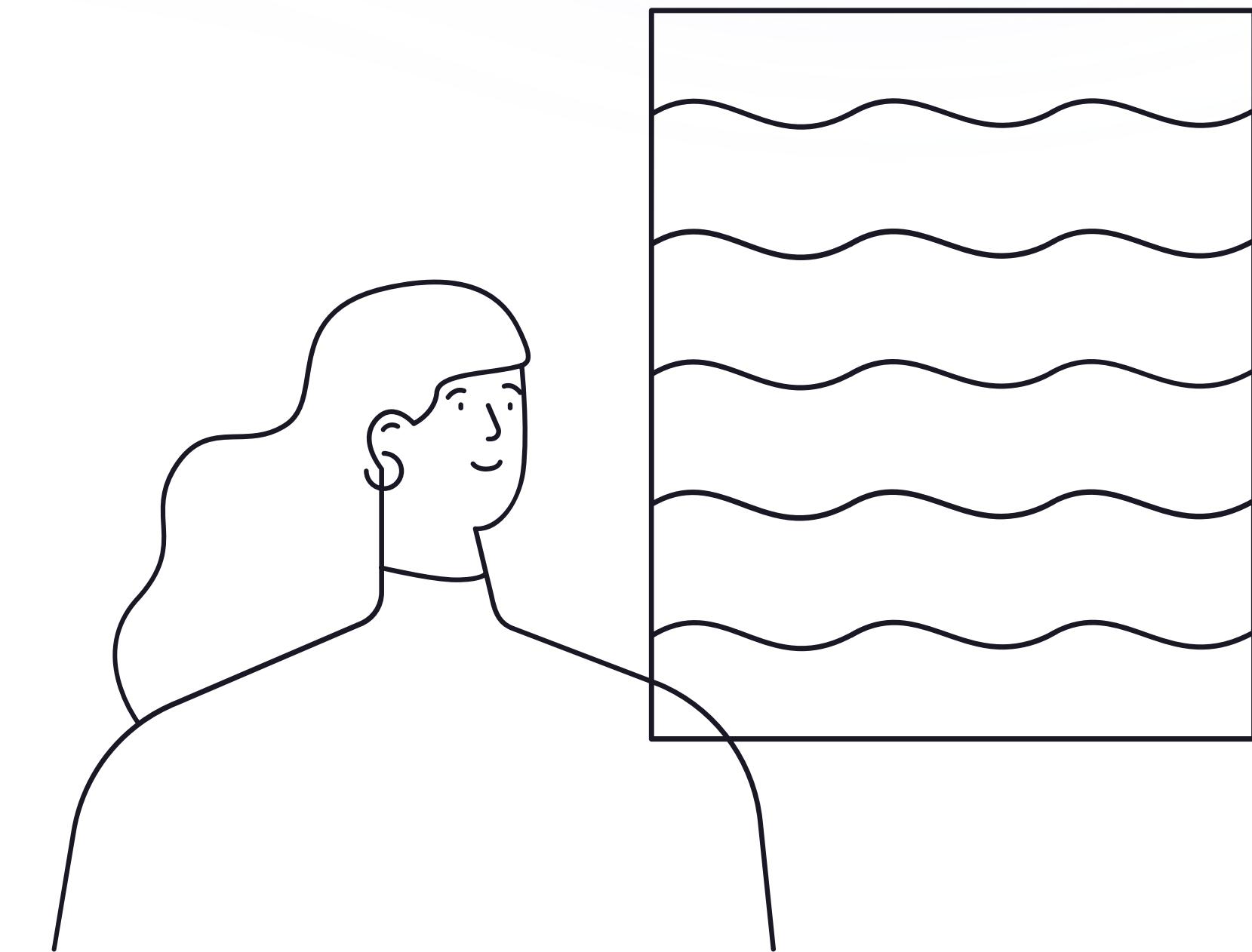


OPERATORS

OPERATORS ARE SYMBOLS THAT
PERFORM OPERATIONS ON VARIABLES
AND VALUES.

Types of Operators :

- 1. Arithmetic Operators**
- 2. Assignment Operators**
- 3. Relational Operator**
- 4. Logical Operator**
- 5. Bitwise Operator**
- 6. Other Operators**



Arithmetic Operators

- Perform arithmetic operations on variables and data

Operators

+

-

*

/

%

Operation

Additon

Subtraction

Multiplication

Division

Modulo operation

Lets take **a = 7** and **b=2**,

Addition(+):

```
cout << "a + b = " << (a + b) << endl;
```

```
>>a + b = 9
```

Multiplication(*):

```
cout << "a * b = " << (a * b) << endl;
```

```
>>a * b = 14
```

Subtraction(-):

```
cout << "a - b = " << (a - b) << endl;
```

```
>>a - b = 5
```

Division(/):

```
cout << "a / b = " << (a / b) << endl;
```

```
>>a / b = 3
```

Modulo(%):

```
cout << "a % b = " << (a % b) << endl;
```

```
>>a % b = 1
```

INCREMENT AND DECREMENT OPERATORS

++ Operator

- Increases the value of the Operand by 1

-- Operator

- Decreases the value of the Operand by 1



Pre-increment (++i) – Before assigning the value to the variable, the value is incremented by one.

Post-increment (i++) – After assigning the value to the variable, the value is incremented.

SYNTAX:

```
++variable_name; // Pre-increment  
variable_name++; // Post-increment
```

Pre-decrement (--i) – Before assigning the value to the variable, the value is decremented by one.

Post-decrement (i--) – After assigning the value to the variable, the value is decremented.

SYNTAX:

```
--variable_name; // Pre-decrement  
variable_name--; // Post-decrement
```



WHAT IS THE OUTPUT OF THE FOLLOWING

```
int x = 5, y = 5, z;  
x = ++x; y = --y;  
z = x++ + y--;  
cout << z;
```



WHAT IS THE OUTPUT OF THE FOLLOWING?



```
int x = 5, y = 5, z;    //x=5, y=5, z=...
x = ++x; y = --y;      //x=6, y=4, z=...
z = x++ + y--;
cout << z;            //x=7, y=3, z=10
z= x+y;               //x=7, y=3, z=10
```

Assignment Operators

- Used to assign values to variables

Operators	Example	Equivalent to
=	a = b	a = b
+=	a += b	a = a + b
-=	a -= b	a = a - b
*=	a *= b	a = a * b
/=	a /= b	a = a / b
%=	a %= b	a = a % b

Relational Operators

- tests or defines some kind of relation between two operands.

Operators	Meaning	Example
<code>==</code>	is equal to	<code>3 == 5</code> gives us false
<code>!=</code>	Not equal to	<code>3 != 5</code> gives us True
<code>></code>	Greater than	<code>3 > 5</code> gives us false
<code><</code>	Less than	<code>3 < 5</code> gives us True
<code>>=</code>	Greater than equal to	<code>3 >= 5</code> gives us false
<code><=</code>	Less than equal to	<code>3 <= 5</code> gives us false

Bitwise Operators

- Used to perform operations on Individual bits
- They can only be used alongside char and int data types.

Operators

&

|

^

~

>>

<<

Description

Binary AND

Binary OR

Binary XOR

Binary One's Complement

Binary shift right

Binary shift left



X	Y	X&Y (AND)	X Y (OR)	X \wedge Y (XOR)	X~	Y~
0	0	0	0	0	1	1
0	1	0	1	1	1	0
1	0	0	1	1	0	1
1	1	1	1	0	0	0

Left shift operator(<<).

```
int a = 5;  
//a = 0101  
  
a << 2;  
//0101<<2 = 0001 0100  
  
a=20
```

Right shift operator(>>).

```
int a = 7;  
//a = 0111  
  
a >> 2;  
//0111>>2 = 0000 0001  
  
a=1
```

Logical Operators

- used to check whether an expression is true or false.
- If the expression is true, it returns 1 whereas if the expression is false, it returns 0

Operators

&&

||

!

Example

expression1 && expression2

expression1 || expression2

!expression

Meaning

Logical AND

True only if all the
operands are true

Logical OR

True only if at least
one of the operands
is true.

Logical NOT

True only if the
operand is false

Ternary Operator

A ternary operator evaluates the test condition and executes a block of code based on the result of the condition.

```
condition ? expression1 : expression2;
```

Here, ***condition*** is evaluated and

- if ***condition*** is true, ***expression1*** is executed.
- And, if ***condition*** is false, ***expression2*** is executed.