

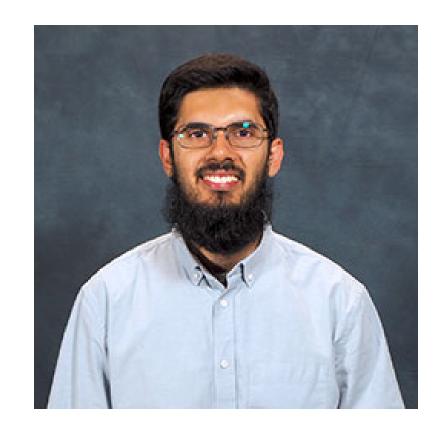
# **UESTC 1005 - Introductory Programming**

Lecture 4 - Operators and Program Control

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## **About Me**

- IP Course Coordinator since 2019
- Research Interests in Numerical Electromagnetics
- Fascinated by Nanoscale Physics



# **Lecture Outline**

- Dive deeper into operators (运算符)
- Make Decisions
- Introduce program control

# **Operators**

In the last lecture, we looked at a number of operators available in C.

C has in fact many more, and mastering all of them takes time.

- Interestingly, the results of operators as sometimes hardware dependent.
- Let's look at some interesting observations.

# \textcolor{red}{Some Side Effects}

Some unexpected results:

```
int i;
float pi;
pi = i = 3.1416f;
```

#### **Some Side Effects**

Some unexpected results:

```
int i;
float pi;
pi = i = 3.1416f;
```

The float variable f is assigned a value of 3.0 (as opposed to 3.1416).

# better to use multiple statements to avoid unexpected behaviour

# **Netlify**

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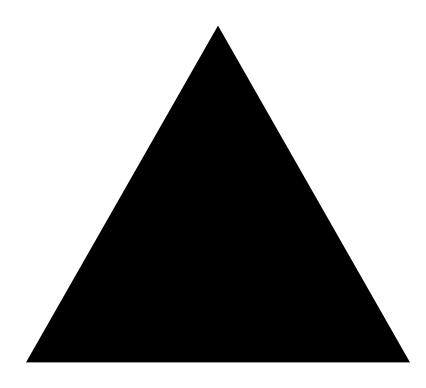
🏶 Deploy to Netlify



## **Vercel**

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## Created by Yuki Hattori (@yhatt)

https://github.com/yhatt/marp-cli-example