

BASIC PROGRAMMING LANGUAGE

LESSON 3

Expressions, Operators and Type Casting

1. Expression Definition

2. Operator Types:

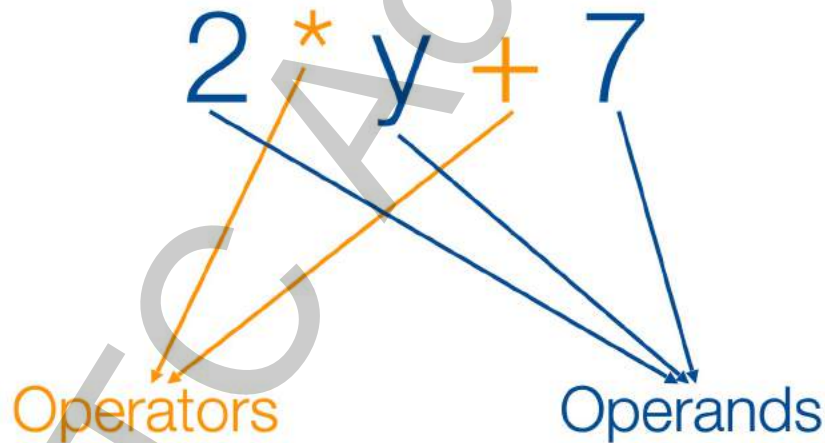
- Arithmetic Operator
- Relational Operator
- Logical Operator
- Bitwise Operator
- Assignment Operator

3. Type Casting

4. Summary

What is an Expression?

- An expression is a sequence of operators and their operands, that specifies a computation. *Mt biu thc là mt chui các toán t và các toán hng ca chúng, xác nh phép tính*
- An operation is performed on a data item which is called an operand. An operator indicates an operation to be performed on data.



- Primary expressions: It is an operand which can be a name, a constant or any parenthesized expression.
 - Example: $c = a + (5 * b)$
- Postfix expressions: In a postfix expression, the operator will be after the operand.
 - Example: $ab +$
- Prefix expressions: In a prefix expression, the operator is before the operand.
 - Example: $+ab$

- Unary expression: It contains one operator and one operand.
 - Example: `a++`, `--b`
- Binary expression: It contains two operands and one operator.
 - Example: `a+b`, `c-d`
- Ternary expression: It contains three operands and one operator.
 - Example: `Exp1? Exp2 - Exp3` // if `Exp1` is true, `Exp2` is executed. Otherwise, `Exp3` is executed

- C language is rich in built-in operators and provides the following types of operators:
 - Arithmetic Operators
 - Relational Operators
 - Logical Operators
 - Bitwise Operators
 - Assignment Operators
 - Misc Operators

- An arithmetic operator performs mathematical operations such as addition, subtraction, multiplication, division etc on numerical values (constants and variables).
- The following table shows all the arithmetic operators supported by the C language (assume variable A =10 and variable B = 20).

Operator	Description	Example
+	Adds two operands	A + B = 30
-	Subtracts second operand from the first	A - B = -10
*	Multiplies both operands	A * B = 200
/	Divides numerator by denominator	B / A = 2
%	Modulus & remainder of after an integer division	B % A = 0
++	Increment operator increases the integer value by one	A++ = 11
--	Decrement operator decreases the integer value by one	A-- = 9

Arithmetic Operators Example

```
#include <stdio.h>
int main()
{
    int a = 9, b = 4, c;
    c = a + b;
    printf("a + b = %d \n",c);
    c = a - b;
    printf("a - b = %d \n",c);
    c = a * b;
    printf("a * b = %d \n",c);
    c = a / b;
    printf("a / b = %d \n",c);
    c = a % b;
    printf("Remainder when a divided by b = %d \n",c);
    return 0;
}
```

- A relational operator checks the relationship between two operands.
- If the relation is true, it returns 1; if the relation is false, it returns value 0.
- Relational operators are used in decision making and loops.
- The following table shows all the arithmetic operators supported by the C language (assume variable A = 10 and variable B = 20).

Relational Operators

Operator	Description	Example
<code>==</code>	Checks if the values of two operands are equal or not. If yes, then the condition becomes true	<code>(A == B)</code> is not true
<code>!=</code>	Checks if the values of two operands are equal or not. If the values are not equal, then the condition becomes true.	<code>(A != B)</code> is true
<code>></code>	Checks if the value of left operand is greater than the value of right operand. If yes, then the condition becomes true.	<code>(A > B)</code> is not true
<code><</code>	Checks if the value of left operand is less than the value of right operand. If yes, then the condition becomes true	<code>(A < B)</code> is true
<code>>=</code>	Checks if the value of left operand is greater than or equal to the value of right operand. If yes, then the condition becomes true.	<code>(A >= B)</code> is not true
<code><=</code>	Checks if the value of left operand is less than or equal to the value of right operand. If yes, then the condition becomes true.	<code>(A <= B)</code> is true

- An expression containing logical operator returns either 0 or 1 depending upon whether expression results true or false.
- Logical operators are commonly used in decision making in C programming.
- The following table shows all the arithmetic operators supported by the C language (assume variable A =1 and variable B = 0).

Operator	Description	Example
&&	Called Logical AND operator. If both the operands are non-zero, then the condition becomes true.	(A && B) is false
 	Called Logical OR Operator. If any of the two operands is non-zero, then the condition becomes true.	(A B) is true
!	Called Logical NOT Operator. It is used to reverse the logical state of its operand. If a condition is true, then Logical NOT operator will make it false.	!(A && B) is true

- In arithmetic-logic unit (which is within the CPU), mathematical operations like: addition, subtraction, multiplication and division are done in bit-level.
- To perform bit-level operations in C programming, bitwise operators are used.
- Assume variable:
A = 60 = 0011 1100
B = 13 = 0000 1101

Bitwise Operators

Operator	Description	Example
<code>&</code>	Binary AND Operator copies a bit to the result if it exists in both operands	$(A \& B) = 12$ 0000 1100
<code> </code>	Binary OR Operator copies a bit if it exists in either operand	$(A B) = 61$ 0011 1101
<code>^</code>	Binary XOR Operator copies the bit if it is set in one operand but not both	$(A \wedge B) = 49$ 0011 0001
<code>~</code>	Binary Ones Complement Operator is unary and has the effect of 'flipping' bits	$(\sim A) = -61$ 1100 0011
<code><<</code>	Binary Left Shift Operator. The left operands value is moved left by the number of bits specified by the right operand.	$A << 2 = 240$ 1111 0000
<code>>></code>	Binary Right Shift Operator. The left operands value is moved right by the number of bits specified by the right operand.	$A >> 2 = 15$ 0000 1111

- An assignment operation assigns the value of the right-hand operand to the storage location named by the left-hand operand.
- The assignment operators in C can both transform and assign values in a single operation.
- C provides the following assignment operators:

Assignment Operators

Operator	Description	Example
=	Simple assignment operator. Assigns values from right side operands to left side operand	C = A + B will assign the value of A + B to C
+=	Add AND assignment operator. It adds the right operand to the left operand and assign the result to the left operand.	C += A is equivalent to C = C + A
-=	Subtract AND assignment operator. It subtracts the right operand from the left operand and assigns the result to the left operand.	C -= A is equivalent to C = C - A
*=	Multiply AND assignment operator. It multiplies the right operand with the left operand and assigns the result to the left operand.	C *= A is equivalent to C = C * A
/=	Divide AND assignment operator. It divides the left operand with the right operand and assigns the result to the left operand.	C /= A is equivalent to C = C / A
%=	Modulus AND assignment operator. It takes modulus using two operands and assigns the result to the left operand.	C %= A is equivalent to C = C % A

- Besides the operators discussed above, there are a few other important operators including `sizeof` and `? :` supported by the C language.

Operator	Description	Example
<code>sizeof()</code>	Returns the size of a variable.	<code>sizeof(a)</code> , where <code>a</code> is integer, will return 4.
<code>? :</code>	Conditional Expression.	if condition is true ? then value X : otherwise value Y
<code>&</code>	Returns the address of a variable.	<code>&a</code> ; returns the actual address of the variable.
<code>*</code>	Pointer to a variable.	<code>*a</code> ;

Operators Precedence in C

- Operator precedence determines the grouping of terms in an expression and decides how an expression is evaluated
- Operators with the highest precedence appear at the top of the table, those with the lowest appear at the bottom
- Within an expression, higher precedence operators will be evaluated first

Category	Operator	Associativity
Postfix	<code>() [] -> . ++ --</code>	Left to Right
Unary	<code>+ - ! ~ ++ -- (type)* & sizeof()</code>	Right to Left
Multiplicative	<code>* / %</code>	Left to Right
Additive	<code>+ -</code>	Left to Right

Operators Precedence in C

Category	Operator	Associativity
Shift	<< >>	Left to Right
Relational	< <= > >=	Left to Right
Equality	== !=	Left to Right
Bitwise	& ^	Left to Right
Logical	&&	Left to Right
Conditional	? :	Right to Left
Assignment	= += -= *= /= %>>= <<= &= ^= =	Right to Left
Comma	,	Left to Right

Operators Precedence Example

```
#include <stdio.h>
int main()
{
    int a = 20, b = 10, c = 15, d = 5, e;
    e = (a + b) * c / d;           // (30 * 15) / 5
    printf("Value of (a + b) * c / d is %d\n", e);
    e = ((a + b) * c) / d;        // (30 * 15) / 5
    printf("Value of ((a + b) * c) / d is %d\n", e);
    e = (a + b) * (c / d);        // (30) * (15/5)
    printf("Value of (a + b) * (c / d) is %d\n", e);
    e = a + (b * c) / d;          // 20 + (150/5)
    printf("Value of a + (b * c) / d is %d\n", e);
    return 0;
}
```

- Typecasting is a way to make a variable of one type, such as an `int`, act like another type, such as a `char`, for one single operation
- To typecast something, simply put the type of variable you want the actual variable to act as inside parentheses in front of the actual variable
- Syntax: `(type_name) expression`
- Example where the cast operator causes the division of one integer variable by another to be performed as a floating-point operation:

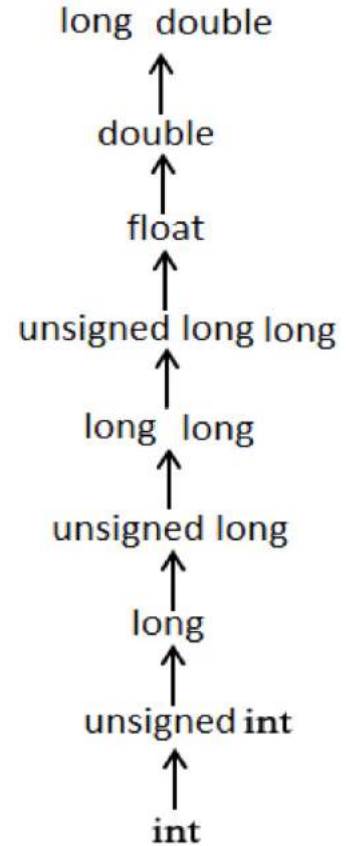
Type Casting Example

```
#include <stdio.h>
```

```
int main()
{
    int sum = 19, count = 3;
    double mean;
    mean = (double) sum / count;
    printf("Value of mean: %f\n", mean);
    return 0;
}
```

Usual Arithmetic Conversion

- The usual arithmetic conversions are implicitly performed to cast their values to a common type.
- The compiler first performs integer promotion; if the operands still have different types, then they are converted to the type that appears highest in the right hierarchy.
- The usual arithmetic conversions are not performed for the assignment operators, nor for the logical operators `&&` and `||`.



Usual Arithmetic Conversion Example

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int i = 17;
```

```
    char c = 'c'; // ascii value is 99
```

```
    float sum;
```

```
    sum = i + c;
```

```
    printf("Value of sum: %f\n", sum);
```

```
    return 0;
```

```
}
```

- Expression is a combination of Operators and Operands
- C language is rich in built-in operators and provides the following types of operators:
 - Arithmetic Operators
 - Relational Operators
 - Logical Operators
 - Bitwise Operators
 - Assignment Operators
- Typecasting is a way to make a variable of one type

*Thank
you!*