The operators supported in Groovy and the methods they map to

a == b a.equals(b) or a.compareTo(b) == 0 **
a != b ! a.equals(b)
a <=> b a.compareTo(b)
a > b a.compareTo(b) > 0
a >= b a.compareTo(b) >= 0
a < b a.compareTo(b) < 0
a <= b a.compareTo(b) <= 0
The comparison operators handle nulls gracefully avoiding the throwing of java.lang.NullPointerException

Operator	**Method**
a + b	a.plus(b)
a - b	a.minus(b)
a * b	a.multiply(b)
a ** b	a.power(b)
a / b	a.div(b)
a % b	a.mod(b)
a | b	a.or(b)
a & b	a.and(b)
a ^ b	a.xor(b)
a++ or ++a	a.next()
a-- or --a	a.previous()
a[b]	a.getAt(b)
a[b] = c	a.putAt(b, c)
a << b	a.leftShift(b)
a >> b	a.rightShift(b)
switch(a) { case(b) : }	b.isCase(a)
~a	a.bitwiseNegate()
-a	a.negative()
+a	a.positive()