

Here is the list of almost all the operators in C (also C++ at the end):

#### Type 1: Arithmetic Operators

- a) Basic assignment operator (=)
- b) Addition (+)
- c) Subtraction (-)
- d) Multiplication (\*)
- e) Division (/)
- f) Modulus (%)
- g) Increment (++*var* or *var*++)
- h) Decrement (--*var* or *var*--)

#### Type 2: Relational Operators

- a) Equality (==)
- b) Not equal (!=)
- c) Greater than (>)
- d) Less than (<)
- e) Greater than or equal to (>=)
- f) Less than or equal to (<=)

#### Type 3: Logical Operators

- a) Logical NOT (!)
- b) Logical AND (&&)
- c) Logical OR (||)

#### Type 4: Bitwise operators

- a) Bitwise NOT (~)
- b) Bitwise AND (&)
- c) Bitwise OR (|)
- d) Bitwise XOR (^)
- e) Bitwise left shift (<<)
- f) Bitwise right shift (>>)

#### Type 5: Compound Assignment operators

- a) Addition assignment (+=)
- b) Subtraction assignment (-=)
- c) Multiplication assignment (\*=)
- d) Division assignment (/=)
- e) Modulus assignment (%=)
- f) Bitand assignment (&=)
- g) Bitor assignment (|=)
- h) XOR assignment (^=)
- i) Left shift assignment (<<=)
- j) Right shift assignment (>>=)

#### Type 6: Member and Pointer assignment

- a) Subscript operator ([ ])

- b) Indirection/ value at/ Dereference operator ( \* )
- c) Address of/ Reference operator ( & )
- d) Structure dereference/ arrow ( -> )
- e) Structure reference/ dot ( . )

#### Type 7: Miscellaneous operators

- a) Comma operator ( , )
- b) Ternary conditional operator ( ? : )
- c) Scope resolution (only in C++) ( :: )
- d) Size of operator ( sizeof )
- e) Type casting ( *type* )
- f) Memory allocation and deallocation (new and delete, only in C++)