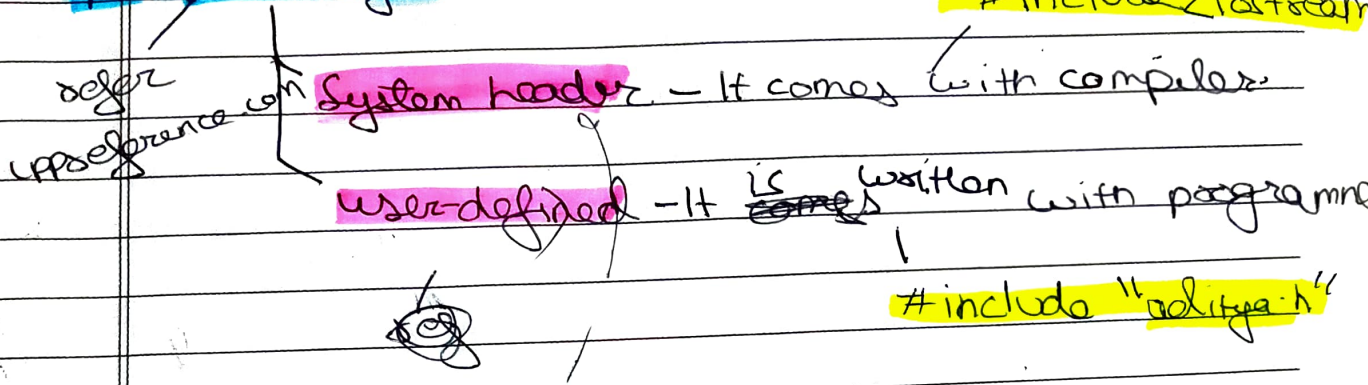
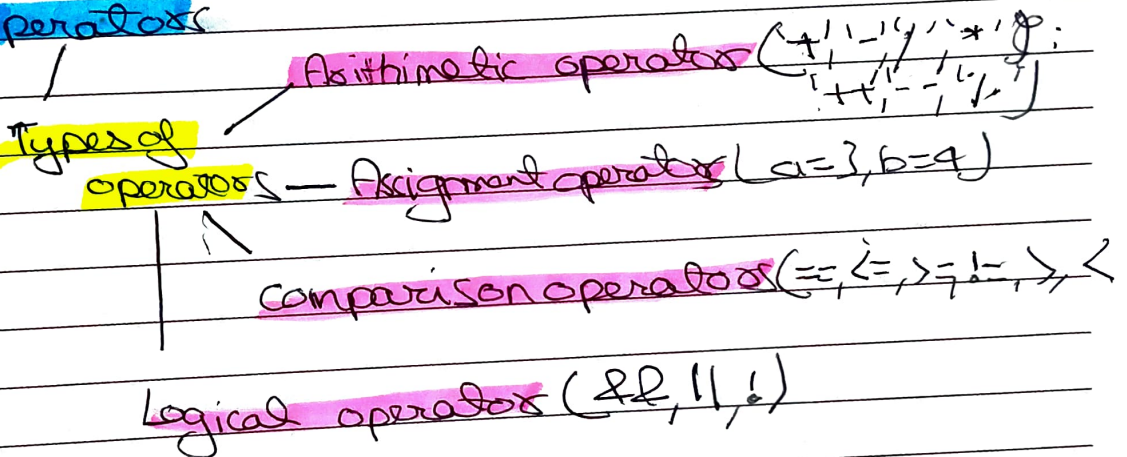


Ch-2 @ Instruction and operators

1. Header file



2. Operators



::variable;

scope resolution operator.

Size of operators

F=float

sizeof (34.f);

Literals

3. Reference variables

calling one variables with different names.

Syntax

float x=455;

float &y=x; - reference variable of x

4. Typcasting

~~int~~ int q = 95;
 cast < (float) q; or cast < (float) 1;
 typecasting

int c = ~~int~~ int(a)
 typecasting

5. Constant

const is a variable whose value can't change.

Syntax - const int q = 3;

6. Manipulators

which do it handle data display formatting.

endl - new line

setw(4) - add 4 spaces

ones in
 #include <iomanip>

7. Operator precedence

Priority	Operators
1st	+ / %
2nd	+ -
3rd	=

operators of higher priority are evaluated

in absence of parentheses.

Associativity - When operators of equal priority are present in an expression, the tie is taken care of by associativity.

$$x * y / z \Rightarrow (x * y) / z$$

$$x / y * z = (x / y) * z$$

* , / follow left to right associativity.