

# Operators

Ch-4

# Operator

- It is a symbol that performs an operation.
- Operand
- Unary operator
  - Acts on a single operand
- Binary operator
  - Acts on two operands
- Tertiary operator
  - Acts on three operands

# Types of operators

- Arithmetic operator
- Assignment operator
- Unary minus operator
- Relational operator
- Logical operator
- Boolean operator
- Bitwise operator
- Membership operator
- Identity operator

# Arithmetic operators

- + for addition
  - $a+b$
- - for subtraction
  - $a-b$
- \* for multiplication
  - $a*b$
- / for division
  - $a/b$
- % modulus operator. Gives a remainder of division
  - $a\%b$
- \*\* for exponent calculation
  - $a**b$     $2**3$  gives 8
- // for integer division
  - $a//b$     $10//3$  gives 3

# Order of operators execution

- Parenthesis
- Exponentiation
- Multiplication, division, modulus : all at equal priority
- Addition and subtraction
- Assignment
- E.g.:  $d = (1+2)*3**2//2+3$ 
  - First parenthesis are evaluated.  $d = 3*3**2//2+3$
  - Exponentiation is done next.  $d = 3*9//2+3$
  - Multiplication, division, modulus at equal priority.  $d = 27 // 2+3$  and then  $d = 13 + 3$
  - Addition, subtraction.  $d = 16$
  - Finally, assignment is performed. Finally  $d \rightarrow 16$ .

# Using python interpreter as calculator

- 4-operators.ipynb

# Assignment operator

- `=`
- `+=`
- `-=`
- `*=`
- `/=`
- `%=`
- `**=`
- `//=`
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# Unary minus

- `n = 7`
- `print(-n)`
- `m = -n`
  
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# Relational operators

- >

- >=

- <

- <=

- ==

- !=

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# Logical operators

- and
  - $x$  and  $y$  : if  $x$  is False, it returns  $x$ , otherwise it returns  $y$ .
- or
  - $x$  or  $y$  : if  $x$  is False, it returns  $y$ , otherwise it returns  $x$ .
- not
  - not  $x$  : if  $x$  is False, it returns True, otherwise it returns False.
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# Boolean operators

- and
  - or
  - not
- 
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# Bitwise operators

- Bitwise
  - Complement operator (~)
  - AND operator (&)
  - OR operator (|)
  - XOR operator (^)
  - Left shift operator (<<)
  - Right shift operator (>>)
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# Membership operator

- in
- not in

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# Identity operators

- They compare the memory locations of two objects.
- Hence, it is possible to know whether the two objects are same or not.
- `id()` function: used to see memory location of an object.
  - It returns an integer number, called the identity number that internally represents the memory location of the object.
  - E.g.
    - `id(a)`
- 4-operators.ipynb

# Identity operators

- 'is' operator
  - Useful to compare whether two objects are same or not
  - It internally compares the identity number of the objects.
- 'is not' operator