```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace OperatorsC
{
 class Program
 {
  static void Main(string[] args)
  {
   // unary operators
   int num1 = 5;
   int num2 = 3;
   int num3;

   num3 = -num1;
   Console.WriteLine("num3 is {0}", num3);

   bool isSunny = true;
   Console.WriteLine("is it sunny? {0}", !isSunny);

   // increment operators

   int num = 0;
   num++;
   Console.WriteLine("num3 is {0}", num);
   // post increment
   Console.WriteLine("num3 is {0}", num++);
   // pre increment
   Console.WriteLine("num3 is {0}", ++num);

   // decrement operator

   num--;
   Console.WriteLine("num3 is {0}", num);
   // post decrement
   Console.WriteLine("num3 is {0}", num--);
   // pre decrement
   Console.WriteLine("num3 is {0}", --num);

   int result;

   result = num1 + num2;
   Console.WriteLine(" result of num1 + num2 is {0}", result);
   result = num1 - num2;
   Console.WriteLine("result of num1 - num2 is {0}", result);
   result = num1 / num2;
   Console.WriteLine("Result of num1 / num2 is {0}", result);
   result = num1 * num2;
   Console.WriteLine("Result of num1 * num2 is {0}", result);
   result = num1 & num2;
   Console.WriteLine("Result of num1 & num2 is {0}", result);

   // finds the remainder of divided numbers. Divides the number and gives the remainder

   result = num1 % num2;
   Console.WriteLine("Result of num1 % num2 is {0}", result);

   //relational and type operators

   bool isLower = num1 > num2;
   Console.WriteLine("Result of num1 > num2 is {0}", isLower);

   // equality operator
```

```
    bool isEqual;
    isEqual = num1 == num2;
    Console.WriteLine("Result of num1 = num2 is {0}", isEqual);

    isEqual = num1 != num2;
    Console.WriteLine("Result of num1 != num2 is {0}", isEqual);

    // Conditional Operators

    bool isLowerAndSunny;
    // condition1 And condition2 have to be true, or it will be false
    isLowerAndSunny = isLower && isSunny;
    Console.WriteLine("Result of isLower && isSunny is {0}", isLowerAndSunny);

    //              || means or
    // only if both are false will the statement be false, one or the other can be true for statement to be true

    isLowerAndSunny = isLower || isSunny;
    Console.WriteLine("Result of isLower || isSunny {0}", isLowerAndSunny);

    Console.ReadKey();
  }
 }
}
```