

Math

$2 \cdot 3 \checkmark$   
 $2(a+b) \checkmark$   
 $\subseteq$   
 $\equiv$   
 $2 \cdot 3 \times$   
 $2 \times 3$   
 $2(a+b) \times$   
 $2 \times (a+b) \checkmark$

int a=10, b=3;

a+b → 13

a-b → 7

a \* b → 30

a / b → 3

a . b → 1

$$\begin{array}{r} 3 \overline{) 10} \\ \underline{- 9} \\ 1 \end{array}$$

Q. Why 3 and not 3.33?

Ans. Because in C lang there is a special rule regarding division.

int / int → int

① int a;

a = 10 / 4; → 2

printf(".d", a);

③ int a;

a = 10 / 4.0; → 2

printf(".d", a);

② float a;

a = 10 / 4; → 2.000000

printf(".f", a);

④ float a;

a = 10 / 4.0; → 2

printf(".f", a);  
2.500000

## Two Special Rules About / and ./.

$$\begin{array}{r} 0 \\ 4 \overline{) 3} \\ \underline{-0} \\ 3 \end{array}$$

$$\textcircled{1} \quad \boxed{\begin{array}{l} 1 / 2 \rightarrow 0 \\ 3 / 4 \rightarrow 0 \end{array}}$$

$$\textcircled{2} \quad \boxed{\begin{array}{l} 1 ./ 2 \rightarrow 1 \\ 3 ./ 4 \rightarrow 3 \end{array}}$$

## Some More Examples

$$7 ./ 5 \rightarrow 2$$

$$5 / 7 \rightarrow 0$$

$$5 ./ 7 \rightarrow 5$$


$$7 / 5 \rightarrow 1$$

①  $x^{5.0} ./ 3.0$

②  $x^5 ./ 3.0$

③  $x^{5.0} ./ 3$

$\text{char ch1} = 'A';$   
 $\text{char ch2} = 'B';$   
 $\text{int x, y};$



$x = \text{ch1} ./ \text{ch2}; \rightarrow x = 65 ./ 66$

$y = \text{ch2} ./ \text{ch1}; \rightarrow y = 66 ./ 65$

$\text{printf} (" ./d ./d", x, y);$   
 $\quad \quad \quad 65 \quad 1$

$$\textcircled{1} \quad 5 ./ 3 \rightarrow 2$$

$$\textcircled{2} \quad -5 ./ 3 \rightarrow -2$$

$$\textcircled{3} \quad 5 ./ -3 \rightarrow -2$$

$$\textcircled{4} \quad -5 ./ -3 \rightarrow 2$$

How to calculate power in C?

or  
How to find  $2^3$  in C?

$$\textcircled{1} \quad 2^3 \text{ X}$$

$$\textcircled{2} \quad 2 \times \times 3 \text{ X}$$

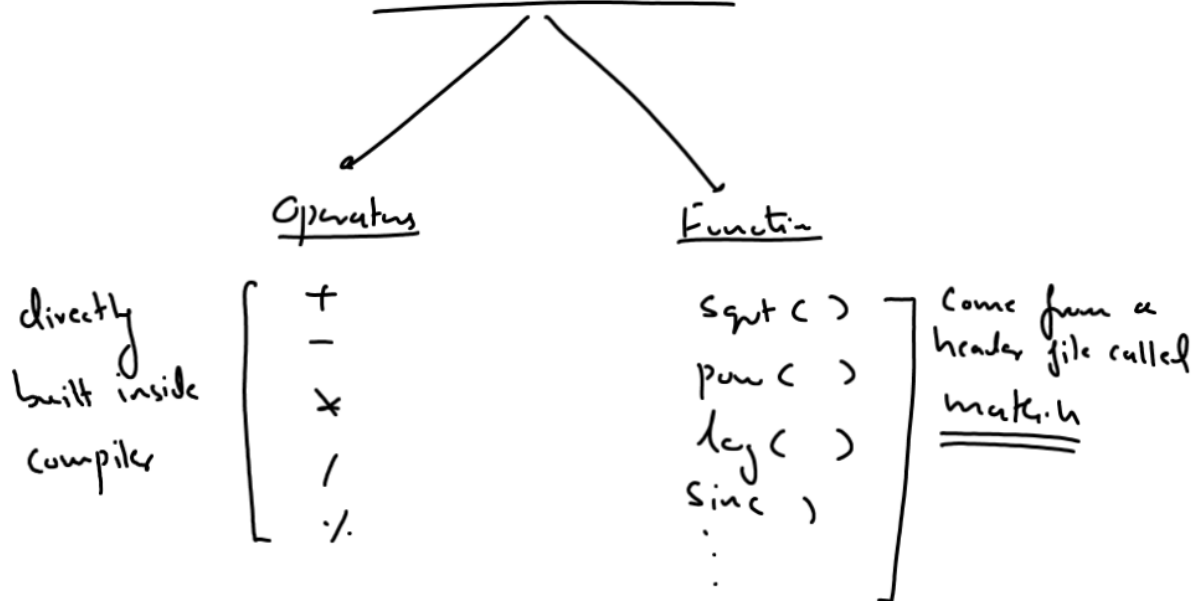
$$\textcircled{3} \quad 2 \$ 3 \text{ X}$$

$$\textcircled{4} \quad 2^3 \text{ X}$$

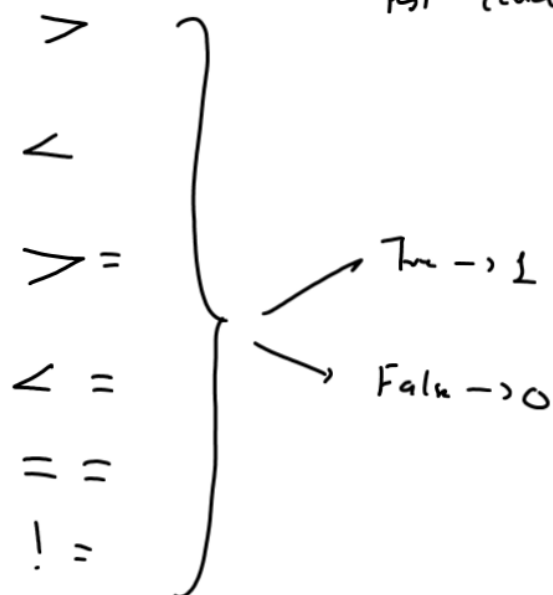
$$\textcircled{1} \quad x = 2 * 2 * 2; \checkmark$$

$$\textcircled{2} \quad x = \text{pow}(2, 3); \checkmark$$

## Mathematics In C



## Relational Operators (Used for test cond)



=	Vls	==
Assignment op		Equality Testig op
int a = 10, b = 7;		int a = 10, b = 7, c;
a = b;		<div style="border: 1px solid black; display: inline-block; padding: 2px;">c = a == b;</div> <div style="display: inline-block; vertical-align: middle; margin-left: 10px;">             True → 1              False → 0           </div>
printf("%d %d", a, b); 7 7		printf("%d %d %d", a, b, c); 10 7 0

① int a = 10, b = 7, c;      (ij)

c = a > b;

printf("%d %d %d", a, b, c);  
10 7 1

② int a = 5, b = 9, c;

c = a > b;

printf("%d %d %d", a, b, c);  
5 9 0

int a=10, b=7, c;

c = a = b;

Multi-Assignment  
expression

printf(" %.d %.d %.d", a, b, c);  
      7   7   7

int a, b, c, d, e;

a = 10;  
b = 10;  
c = 10; 012  
d = 10;  
e = 10;

Multi-Assignment  
C++

a = b = c = d = e = 10;



int a, b, c, d, e;

X a = b = c = d = 10 = e;

2-value reqd

On LHS  
of assignment  
operator only  
variables are  
allowed!

X 10 = 11;

X 10 = 10;

10 == 11; ✓ → 0

10 == 10; ✓ → 1

int a = 10, b = 7, c;

a == b = c

X 0 = c;

✓ x = y + z; | ✓ k = 2 + 3;

X y + z = x; | 2 + 3 = k; X

error

```
int a, b, c, d, e;
```

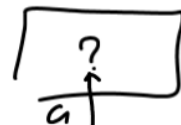
```
a = b = c = d = e;
```

garbage

(any  
unpredictable  
value)

```
int a;
```

```
printf("%i", a);
```



This is  
garbage

int a = 10, b = 7, c;

b is 7

a = b == c;

printf("%i.%d", a);

c is  
garbage

