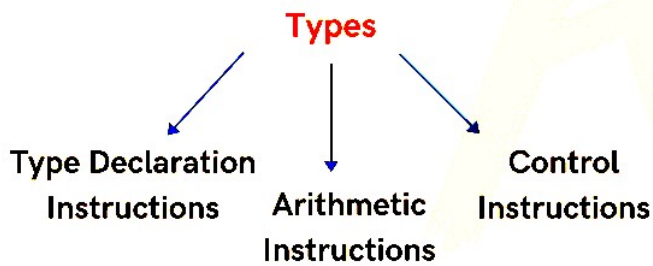


# Instructions

These are statements in a Program



## Instructions

**Type Declaration Instructions** → Declare var before using it

**VALID**

```
int a = 22;  
int b = a;  
int c = b + 1;  
int d = 1, e;
```

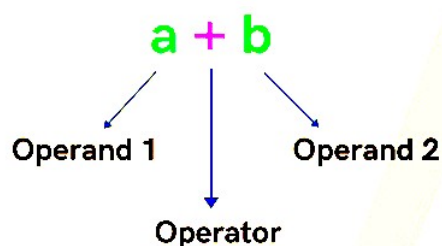
```
int a,b,c;  
a = b = c = 1;
```

**INVALID**

```
int a = 22;  
int b = a;  
int c = b + 2;  
int d = 2, e;
```

```
int a,b,c = 1;
```

## Arithmetic Instructions



NOTE - single variable on the LHS

## Arithmetic Instructions

### VALID

$a = b + c$

$a = b * c$

$a = b / c$

### INVALID

$b + c = a$

$a = bc$

$a = b^c$

NOTE -  $\text{pow}(x,y)$  for  $x$  to the power  $y$

## Arithmetic Instructions

### ★ Modular Operator %

Returns remainder for int

$3 \% 2 = 1$

$-3 \% 2 = -1$

## Arithmetic Instructions

### Type Conversion

int op int  $\longrightarrow$  int

int op float  $\longrightarrow$  float

float op float  $\longrightarrow$  float

## Arithmetic Instructions

### Operator Precedence

$*, /, \%$



$+, -$



$=$

$x = 4 + 9 * 10$

$x = 4 * 3 / 6 * 2$

---

## Arithmetic Instructions

### Associativity (for same precedence)

Left to Right

$x = 4 * 3 / 6 * 2$

---

## Instructions

### Control Instructions

Used to determine flow of program

- a. Sequence Control
- b. Decision Control
- c. Loop Control
- d. Case Control

# Operators

- a. Arithmetic Operators
  - b. Relational Operators
  - c. Logical Operators
  - d. Bitwise Operators
  - e. Assignment Operators
  - f. Ternary Operator
- 

## Operators

### Relational Operators

==

>, >=

<, <=

!=

---

## Operators

### Logical Operators

&&    AND

||    OR

!    NOT

---

## Operator Precedence

Priority	Operator
1	!
2	*, /, %
3	+, -
4	<, <=, >, >=
5	==, !=
6	&&
7	
8	=

## Operators

### Assignment Operators

=

+=

-=

\*=

/=

%=