Rocket Uniface Library 10.4

Arithmetic Operators

Arithmetic operators take numerical values as operands and return a single numerical value.

The following expressions use arithmetic operators:

```
23 + 24 ; = 47
8 + 7 * 6
(1 + vTax/100) * vAmount
```

Arithmetic operators have a lower priority than access operation and a higher priority than relational and logical operators. The arithmetic operators themselves are subdivided into two levels of priority. Within their own subdivision, they are evaluated from left to right.

Table: Arithmetic Operators

Operator	Description	Priority
*	Multiplication	1
/	Division	
%	Modulo	
+	Addition	2
-	Subtraction	

Modulus Operator

The value of X % Y is computed with the absolute values of X and Y. The sign of the result is the same as the sign of X. Example results of modulus calculations are shown in the table:

Table: Results of modulus calculations

Value of X	Value of Y	Result of X%Y
1	3	1
-1	3	-1
1	-3	1
-1	-3	-1

Rounding

Uniface arithmetic expressions use string representations of the numbers as input, and return a string representation of the result, truncated at 38 digits. If the 39th digit is 5 or higher, the number is rounded upwards.