Chapter 3
Control Statements (Part Ⅰ)

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Last Week

▸ Lecture

 ▪ First glance of Java programs

 ▪ Java's primitive types (基本数据类型)

 ▪ Arithmetic computation (算术运算)

 ▪ Evaluation order of arithmetic expressions (算术表达式求值顺序)

▸ Lab

 ▪ I/O practice

Agenda

▸ Program-solving techniques

▸ Algorithms and Pseudocode

▸ Types of control structures

▸ Selection statements: if, if…else (选择/条件语句)

▸ Repetition statements: while (循环语句)

▸ Case Study

Programming like a Professional

▶ Before writing a program, you should have a thorough understanding of the problem and a carefully planned approach to solving it

▶ Understand the types of **building blocks** that are available and employ proven **program-construction** techniques
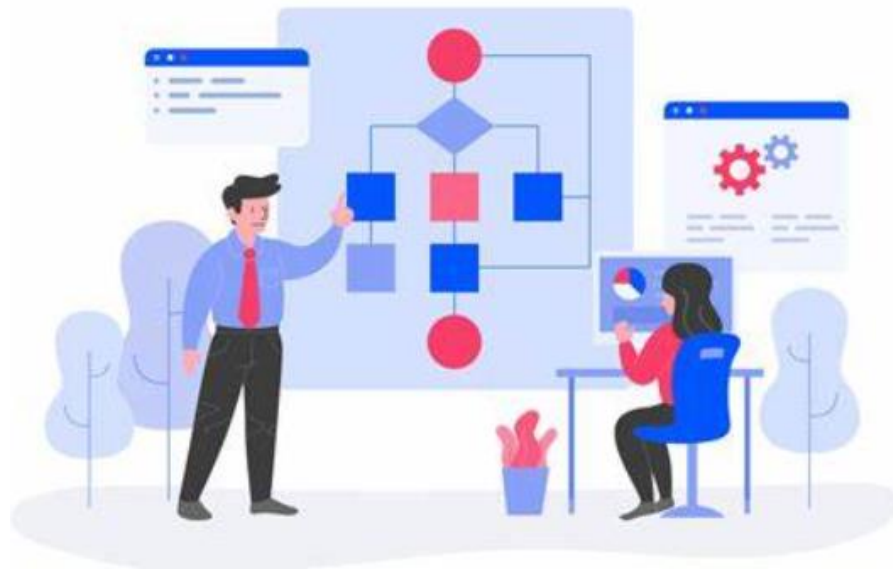
Describe the life of Mario

An Algorithm for Super Mario!

Keep moving forward until the princess is saved:
      if encountered a bad guy, hit it or avoid it
      if encountered a gap, jump over it
      if there is a question block, hit it & collect the item
      ……..

Algorithms (算法)

- Any computing problem can be solved by executing a series of actions in a specific order

- An algorithm describes a <u>procedure for solving a problem</u> in terms of
  - the actions to execute and
  - the order in which these actions execute (program control)

Keep moving forward until the princess is <u>saved</u>:
    if encountered a bad guy, <u>hit it or avoid it</u>
    if encountered a gap, <u>jump over it</u>
    if there is a question block, <u>hit it & collect the item</u>
    ……..

Pseudocode (伪代码)

- Pseudocode is an <u>informal language</u> for developing algorithms

- Similar to everyday English
- Helps you "think out" a program
  - Focus only on important actions and controls
  - No need to explicitly specify implementation details (e.g., whether a number should be int or long, whether a list of numbers should be implemented using array or linked list)

Start Program
Enter two numbers, A, B
Add the numbers together
Print Sum
End Program
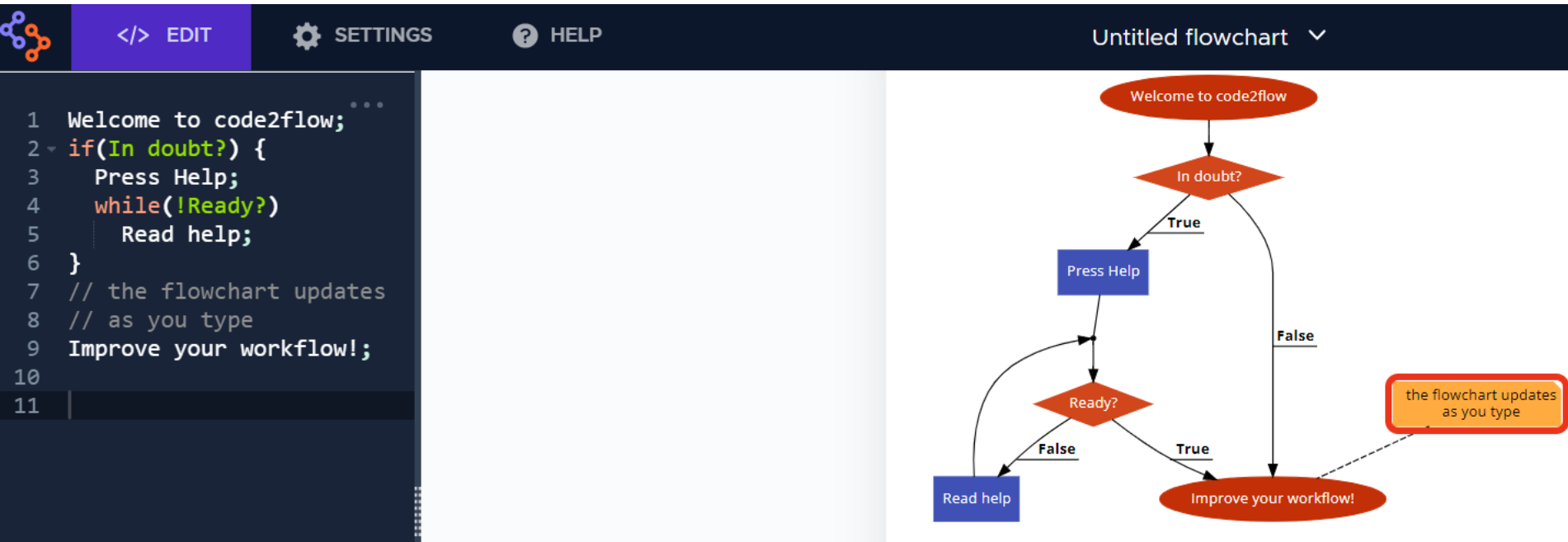
Pseudocode (伪代码)

Idea　　　　Pseudocode　　　　Actual Code

Understand the problem -->   Design the algorithm -->   Write code

Carefully designed pseudocode can be
easily converted to executable Java code!

Any other approach to help you think?

https://app.code2flow.com/

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Control Structures

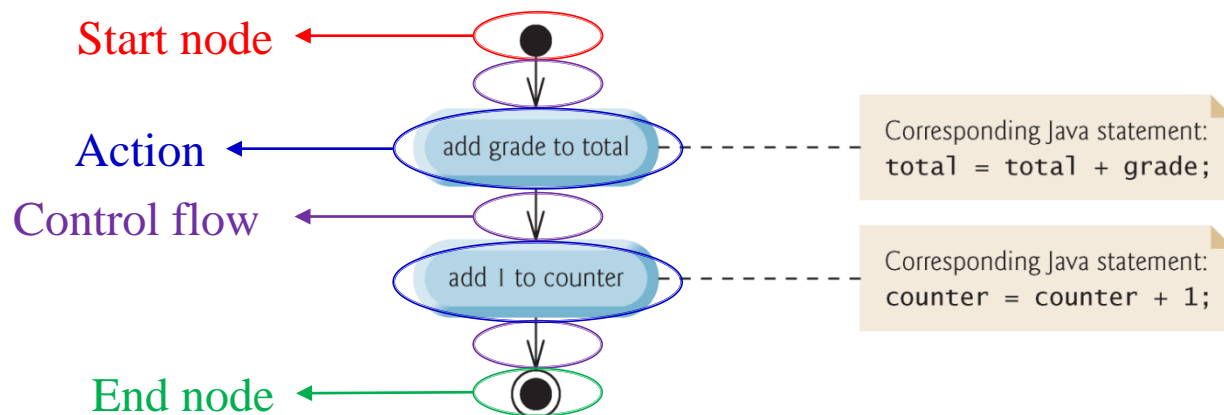▸ Control structures specify the flow of control in programs

Sequential Flow (顺序执行)

- Actions are executed one after the other in the order in which they are specified.
- Unless directed otherwise, computers execute Java statements one after the other in the order in which they're written.
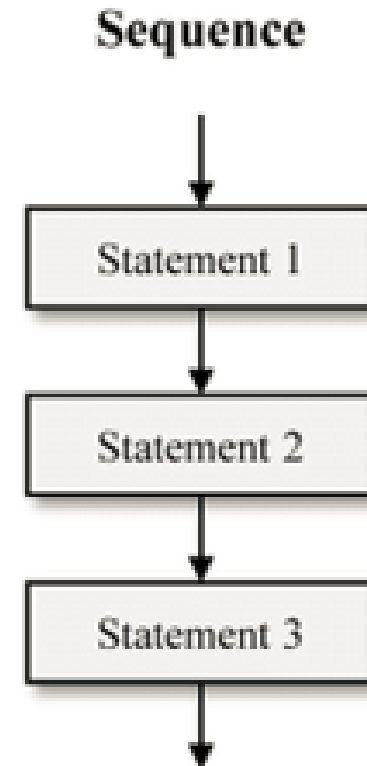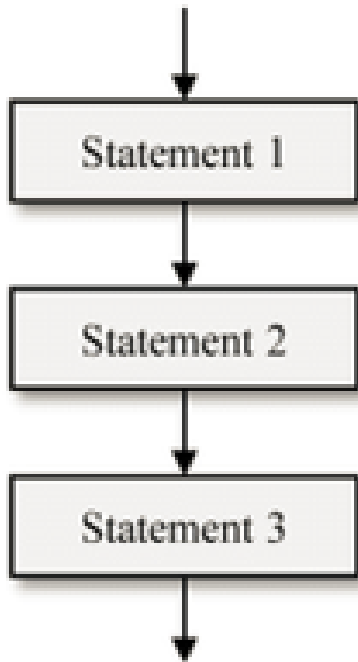
Sequence

Sequence Structure (顺序)

▸ The activity diagram (a flowchart showing activities performed by a system) in UML (Unified Modeling Language, 统一建模语言) below illustrates a typical sequence structure in which two calculations are performed in order.

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Control Structures

▸ Control structures specify the flow of control in programs
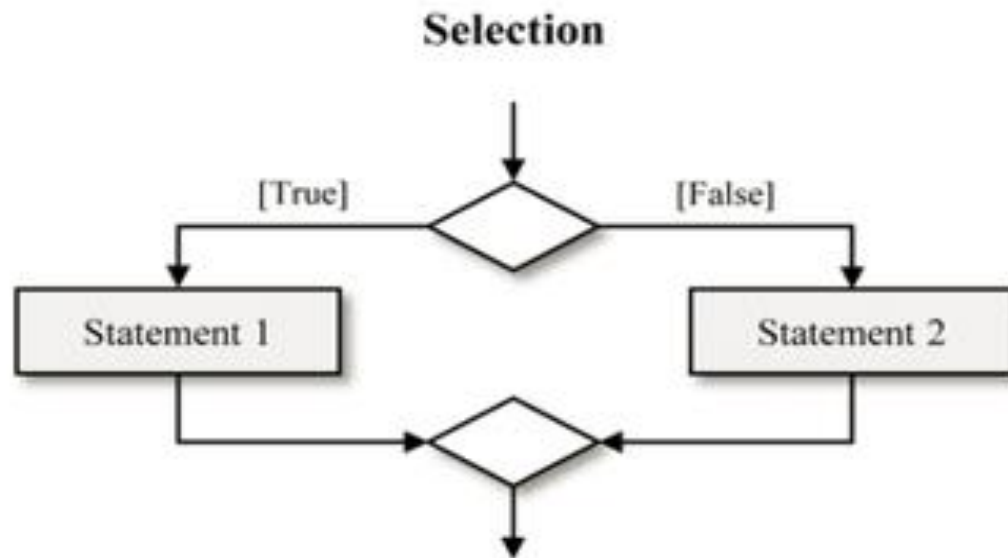
Sequence

What if we need to make selections?

Control Structures

▸ Control structures specify the flow of control in programs

Conditional Flow (Selection Structure)
Execute one or more statements when certain condition(s) are met
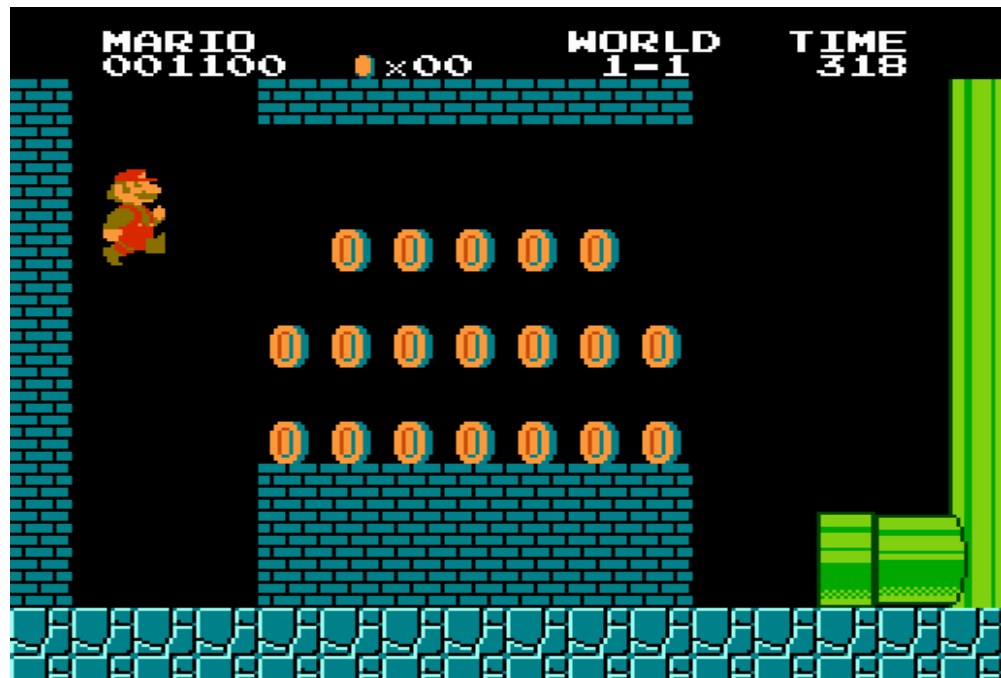
Selection Structure (选择)

▸ Three types of selection statements：

- ■ if statement (单路选择)

- ■ if...else statement (双路选择)

- ■ switch statement (多路选择)

Control Structures

▸ Control structures specify the flow of control in programs

What if we need to repeat an action?
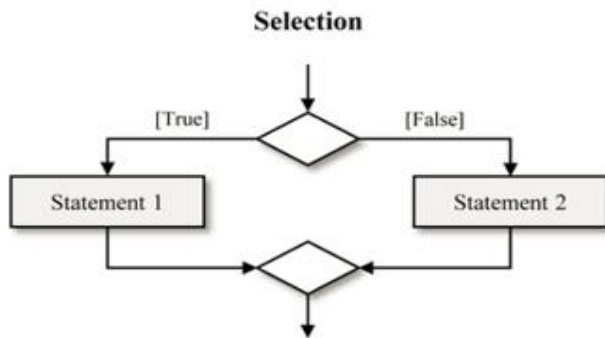
Control Structures

▸ Control structures specify the flow of control in programs

Repetitive Flow (Repetition Structure)
Repeat a statement a certain number of times or while a condition is fulfilled.

Iteration

[False]
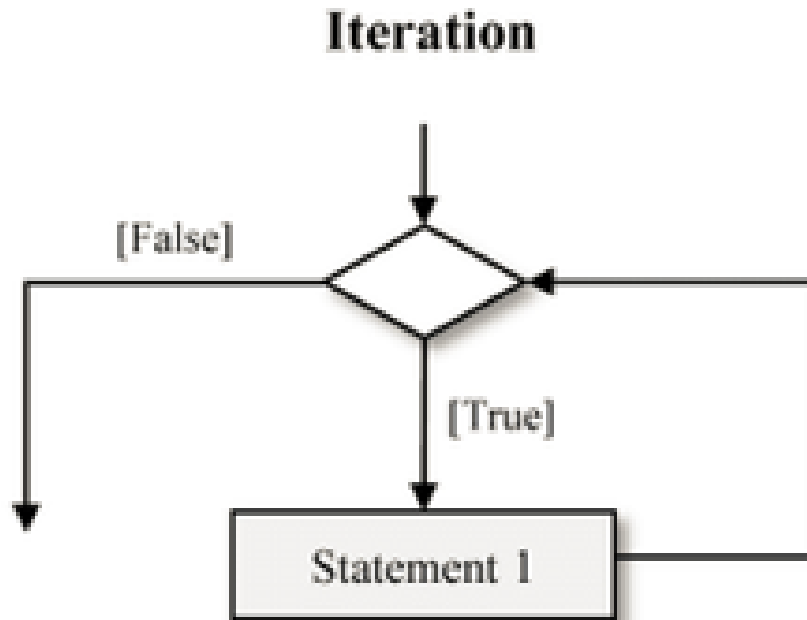
[True]

Statement 1

Repetition Structure (循环)

▸ Three repetition statements (a.k.a., looping statements). Perform statements repeatedly while a loop-continuation condition remains true.

- ▪ `while` statement

- ▪ `for` statement

- ▪ `do…while` statement

Control Structures

- Sequential execution (顺序执行): normally, statements in a program are executed one after the other in the order in which they are written.

- Transfer of control (控制跳转): various Java statements enable you to specify the next statement to execute, which is not necessarily the next one in sequence.

Control Structures

▸ All programs can be written in terms of only three control structures—the sequence structure, the selection structure and the repetition structure (顺序，选择，循环)
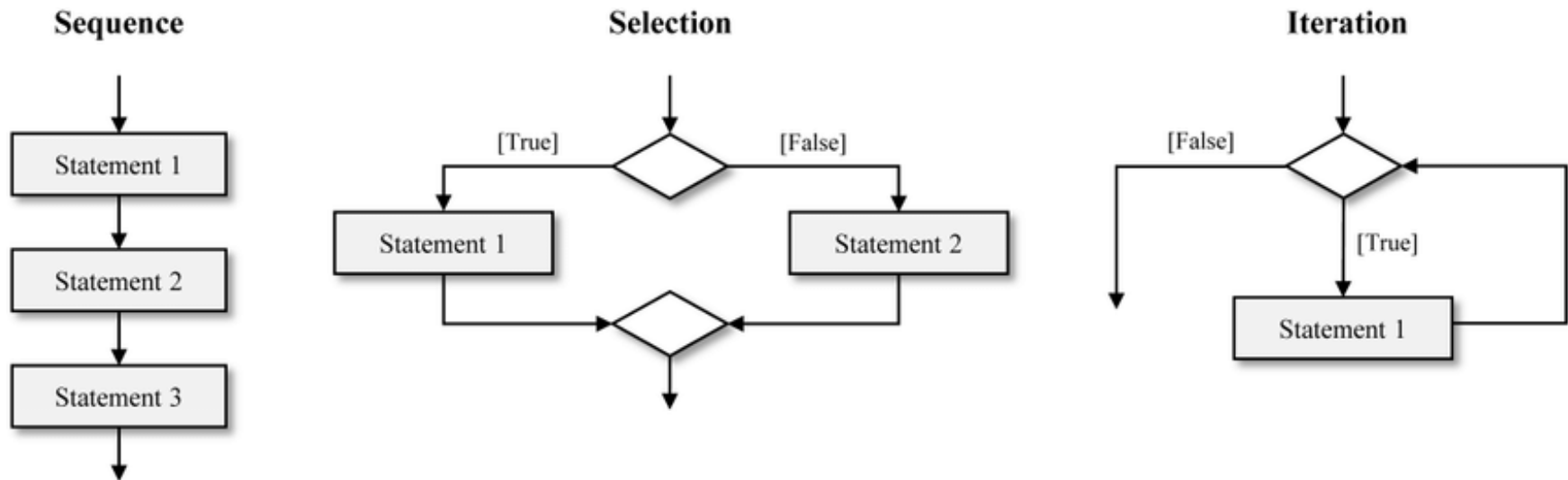
Agenda

▸ Program-solving techniques

▸ Algorithms and Pseudocode

▸ Types of control structures

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▸ Repetition statements: while (循环语句)

▸ Case Study

`if` Single-Selection Statement

▶ If the condition is TRUE, execute the statement; if the condition is FALSE, nothing happens (i.e., one choice)

▶ Pseudocode

If student's grade is greater than or equal to 60

Print "Passed"

▶ Java code

```java
if ( grade >= 60 ) {
    System.out.println( "Passed" );

}
```

`if` Single-Selection Statement
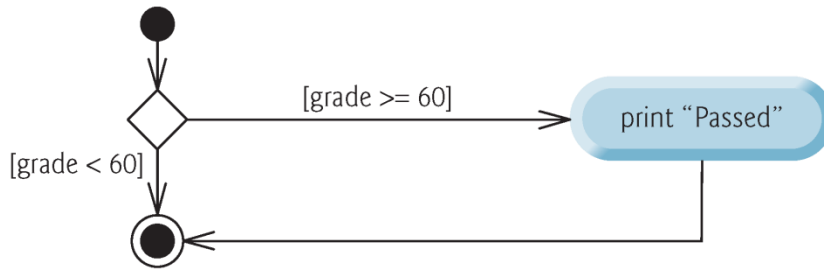
Activity diagram in UML
(Unified Modeling Language
统一建模语言)

▸ Diamond, or decision symbol, indicates that a decision is to be made.

▸ Workflow continues along a path determined by the symbol's guard conditions (约束条件), which can be `true` or `false`.

▸ Each transition arrow from a decision symbol has a guard condition.

▸ If a guard condition is `true`, the workflow enters the action state to which the transition arrow points.
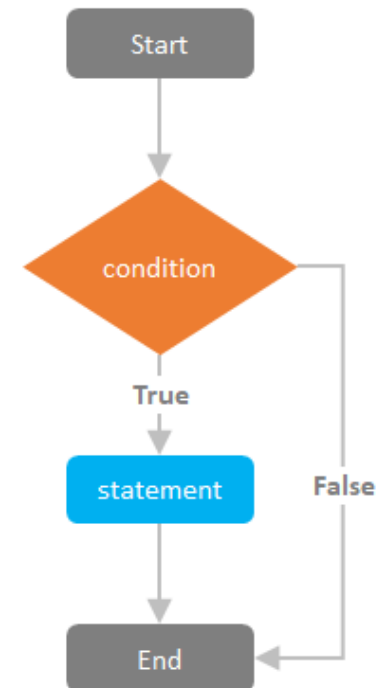
if…else Double-Selection Statement

▸ If the condition is TRUE, execute the statement; if the condition is FALSE, execute another statement (i.e., two choices)

▸ Pseudocode:

If student's grade is greater than or equal to 60
   Print "Passed"
Else
   Print "Failed"

▸ Java code:

```java
if ( grade >= 60 )
    System.out.println( "Passed" );
else
    System.out.println( "Failed" );
```
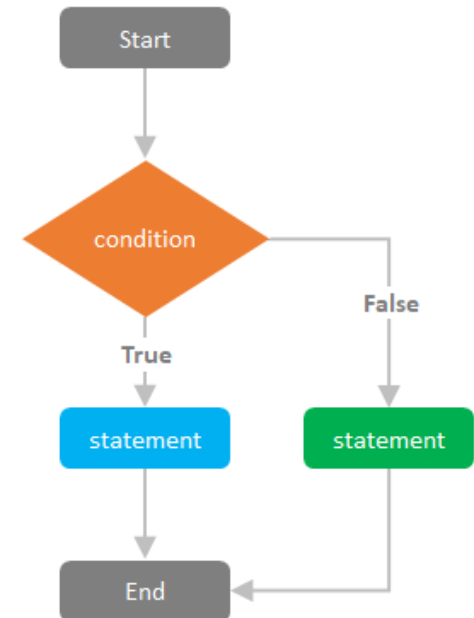
`if…else` Double-Selection Statement

▸ The symbols in the UML activity diagram represent actions and decisions
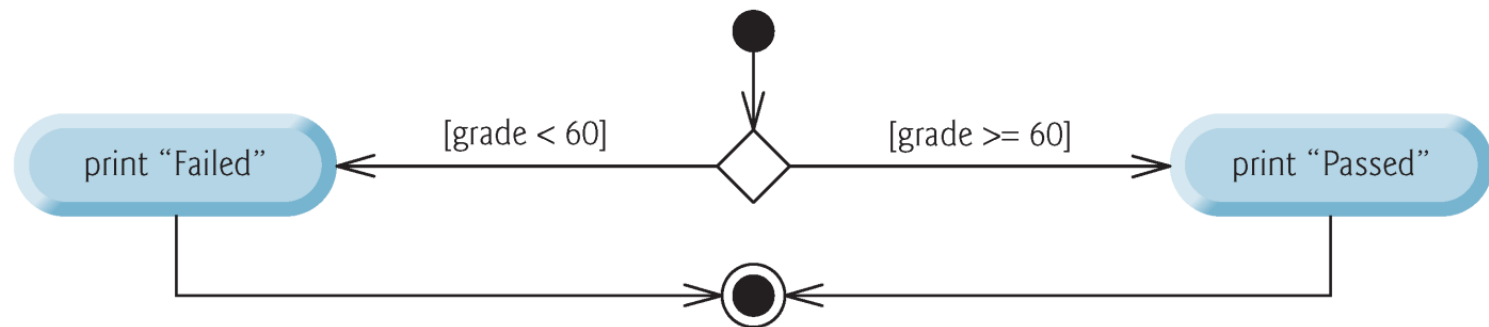
Conditional operator ?:

```
String result = studentGrade >= 60 ? "Passed" : "Failed"
```

The operands **?** and **:** form a conditional expression.

Shorthand of `if…else`

Ternary operator (三元操作符)：We need to specify 3 parts.

Conditional operator ?:

```
String result = studentGrade >= 60 ? "Passed" : "Failed"
```

A boolean expression that evaluates to `true` or `false`

The conditional expression takes this value if the boolean expression evaluates to `true`

The conditional expression takes this value if the boolean expression evaluates to `false`

Equivalent to

```
String result;
if ( studentGrade >= 60 )
    result = "Passed";
else
    result = "Failed";
```

A More Complex Example

▸ Pseudocode:

If student's grade is greater than or equal to 90
    Print "A"
else

Nested `if...else` statements (嵌套)

    If student's grade is greater than or equal to 80
        Print "B"
    else

        If student's grade is greater than or equal to 70
            Print "C"
        else

            If student's grade is greater than or equal to 60
                Print "D"
            else
                Print "F"

A More Complex Example

▸ Translate the pseudocode to real Java code:

```java
if ( studentGrade >= 90 )
   System.out.println( "A" );
else
   if ( studentGrade >= 80 )
      System.out.println( "B" );
   else
      if ( studentGrade >= 70 )
         System.out.println( "C" );
      else
         if ( studentGrade >= 60 )
            System.out.println( "D" );
         else
            System.out.println( "F" );
```

A More Elegant Version

▸ Use `else if` to specify a new condition to test, if the first condition is false

```java
if ( studentGrade >= 90 )
    System.out.println( "A" );
else if ( studentGrade >= 80 )
    System.out.println( "B" );
else if ( studentGrade >= 70 )
    System.out.println( "C" );
else if ( studentGrade >= 60 )
    System.out.println( "D" );
else
    System.out.println( "F" );
```
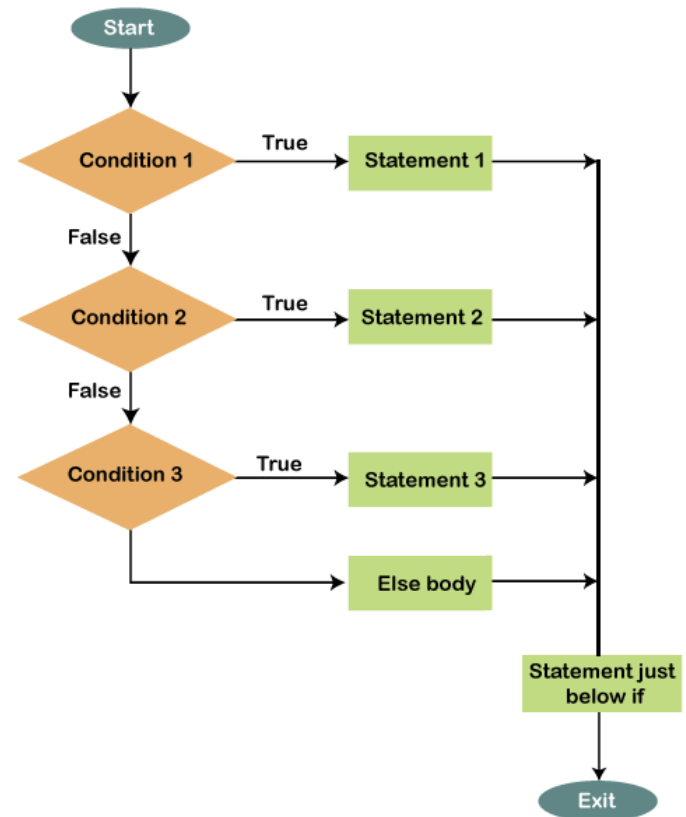
What's the problem with the code?

```java
String level = "";
if(grade>=90) {
        level = "A";
}
if(grade>=75) {
        level = "B";
}
if(grade>=60) {
        level = "C";
}
else {
        level = "F";
}
System.out.println(level);
```

What's the output when grade is 95?

Problem
The if statement is used sequentially; grade=95 satisfies all three conditions

Fix
Since levels of grades are mutually exclusive, else if should be used

What's the problem with the code?

```
String level = "";
if(grade>=90) {
        level = "A";
}
else if(grade>=75) {
        level = "B";
}
else if(grade>=60) {
        level = "C";
}
else (grade < 60) {
        level = "F";
}
System.out.println(level);
```

Can the code even compile?

```
17  String level = "";
18  if(grade>=90) {
19      level = "A";
20  }
21  else if(grade>=75) {
22      level = "B";
23  }
24  else if(grade>=60) {
25      level = "C";
26  }
27  else (grade<60) {
28      level = "F";
29  }
30  System.out.println(level);
31
```

31

What's the problem with the code?

```java
String level = "";
if(grade>=90) {
        level = "A";
}
else if(grade>=75) {
        level = "B";
}
else if(grade>=60) {
        level = "C";
}
else (grade < 60) {
        level = "F";
}
System.out.println(level);
```

Can the code even compile?

Problem

The else statement by design indicates that preceding conditions are false; no need to specify the condition

What's the problem with the code?

What's the output when grade is 85?

```java
String level = "B";
if(grade>=60)
        if(grade>=90)
                level = "A";
else
        level = "F";
System.out.println(level);
```

```java
 8      int grade = 85;
 9      String level = "";
10      if(grade>=60)
11          if(grade>=90)
12              level = "A";
13      System.out.println(level);
14
15
16
```

Problems @ Javadoc Declaration Console ⌧ Task List

\<terminated\> test [Java Application] C:\Program Files\Java\jre1.8.0_271\

If-else Matching Rule

▸ The Java compiler always associates an `else` with the immediately preceding `if` unless told to do otherwise by the placement of braces (`{` and `}`)

▸ The following code does not execute like what it appears:

```java
if ( x > 5 )
    if ( y > 5 )
        System.out.println( "x and y are > 5" );
else
    System.out.println( "x is <= 5" );
```

If-else Matching Rule

▸ Extra spaces are irrelevant in Java (only for formatting). The compiler actually interprets the statement as

```
if ( x > 5 )
    if ( y > 5 )
        System.out.println( "x and y are > 5" );
    else
        System.out.println( "x is <= 5" );
```

If-else Matching Rule

What if you really want this effect?

```
if ( x > 5 )
    if ( y > 5 )
        System.out.println( "x and y are > 5" );
else
    System.out.println( "x is <= 5" );
```

Curly braces indicate that the 2nd `if` is the body of the 1st `if`

```
if ( x > 5 ) {
    if ( y > 5 )
        System.out.println( "x and y are > 5" );
} else
    System.out.println( "x is <= 5" );
```

Tip: always use {} to make the bodies of `if` and `else` clear.

What's the problem with the code?

```
String level = "B";
if(grade>=60)
        if(grade>=90)
                level = "A";

else
        level = "F";
System.out.println(level);
```

⬇

```
String level = "";
if(grade>=60)
        if(grade>=90)
                level = "A";
        else
                level = "F";
System.out.println(level);
```

Fix

Use curly braces {} to explicitly match if and else.

```
String level = "B";
if(grade>=60) {
        if(grade>=90) {
                level = "A";
        }
}
else {
        level = "F";
}
System.out.println(level);
```

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Empty Statement

▸ Just as a block (代码块) can be placed anywhere a single statement can be placed, it's also possible to have an empty statement (空语句)

▸ The empty statement is represented by placing a semicolon (**;**) where a statement would normally be

```
if (x == 1) {
    ;
} else if (x == 2) {
    ;
} else {
    ;
}
```

```
if (x == 1); {
    System.out.print("I always execute");
}
```

The two programs are valid, although not quite meaningful.

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▸ Case Study

`while` Repetition Statement

▸ Repeat an action while a condition remains true

▸ Pseudocode

While there are more items on my shopping list
　　Purchase next item and cross it off my list
Exit the shop
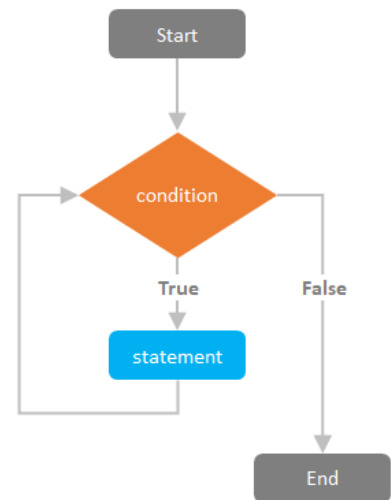
▸ The repetition statement's body may be a single statement or a block. Eventually, the condition should become false, and the repetition terminates, and the first statement after the repetition statement executes

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}
// other statements
```

The body of the while loop

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

product value

```java
int product = 3;

while ( product <= 100 ) {

    product = 3 * product;

}

// other statements
```

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}
// other statements
```

product value
3

Condition true
Enter loop body

Example

▶ Example of Java's while repetition statement: find the first power of 3 larger than 100

```
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
9

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
9

Condition true
Enter loop body

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
3̶
9̶
27

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
~~9~~
27

Condition true
Enter loop body

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
~~9~~
~~27~~
81

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
~~9~~
~~27~~
81

Condition true
Enter loop body

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}

// other statements
```

product value
~~3~~
~~9~~
~~27~~
~~81~~
243

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```java
int product = 3;

while ( product <= 100 ) {
    product = 3 * product;
}
// other statements
```

product value
3
9
27
81
243

Condition false
Exit loop

Example

▸ Example of Java's while repetition statement: find the first power of 3 larger than 100

```
int product = 3;

while ( product <= 100 ) {

    product = 3 * product;

}

// other statements
```

product value
~~3~~
~~9~~
~~27~~
~~81~~
243

The first statement after the while statement will be executed

`while` Statement Activity Diagram

▸ The UML represents both the merge symbol and the decision symbol as diamonds

▸ The merge symbol joins two flows of activity into one
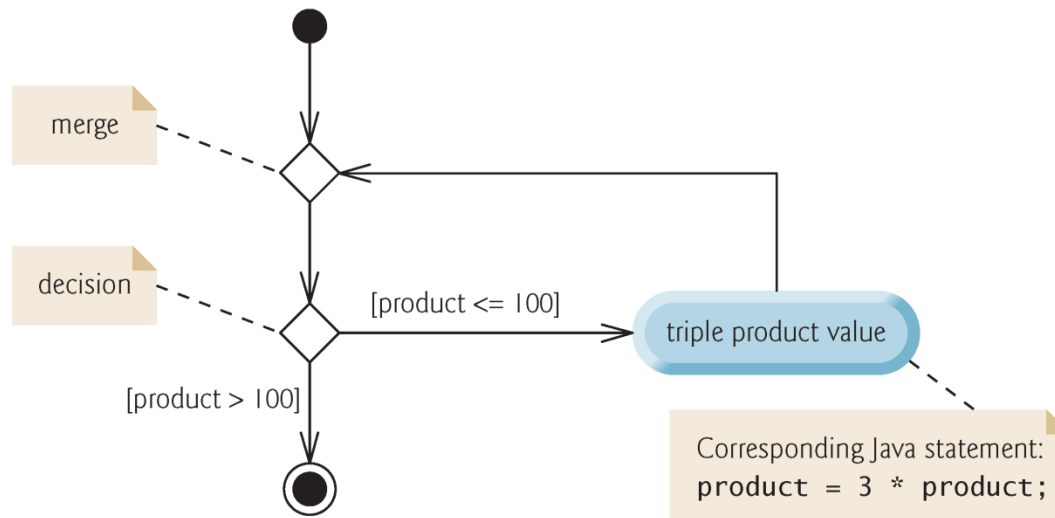
Will This Program Terminate?
（下面程序的循环会终止吗？）

```
int product = 3;

while ( product <= 100 ) {

    int x = 3 * product;

}

// other statements
```

Endless Loop

▸ The condition remains TRUE and the loop never terminates

```
int product = 3;

  while ( product <= 100 ) {

      int x = 3 * product;

  }

  // other statements
```

The value of product never change and
the condition remains to be TRUE!
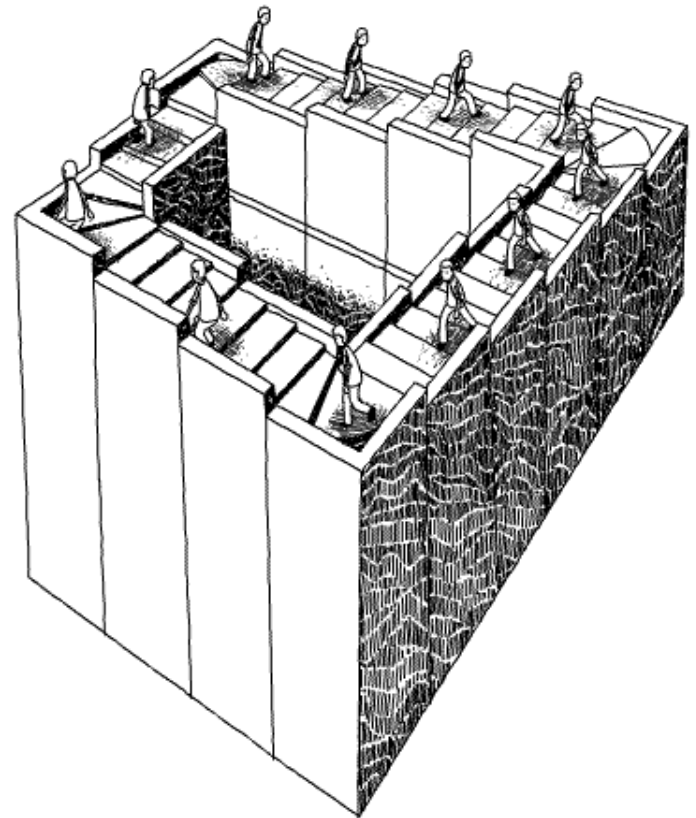
How could Mario break the "battle" loop?

- Hit the boss 3 times

- Hit the button to turn off the bridge

- Life = 0, game over

- Times up

- The player press the "exit" button

Agenda

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Formulating Algorithms

Counter-Controlled Repetition (计数器控制的循环)

▸ *Class-Average Problem:* *A class of __ten students__ took a quiz. The grades (integers in the range 0 to 100) for this quiz are available to you. Determine the class average on the quiz*

▸ *Analysis:* The algorithm for solving this problem on a computer must input each grade, keep track of the total of all grades input, perform the averaging calculation and print the result

▸ *Solution:* Use counter-controlled repetition to input the grades one at a time. A variable called a counter (or control variable) controls the number of times a set of statements will execute.

The Pseudo Code
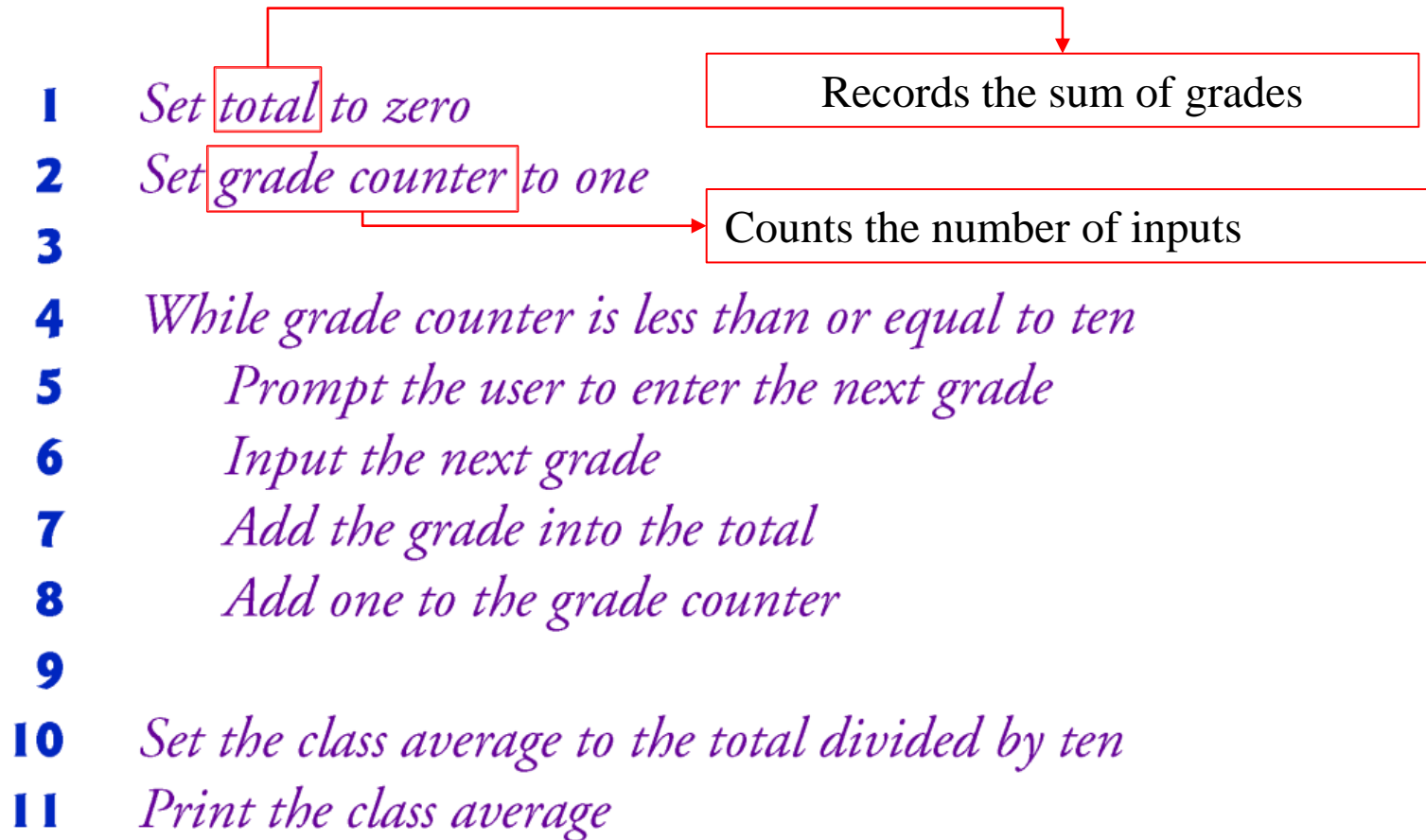
1. Set total to zero
2. Set grade counter to one
3.
4. While grade counter is less than or equal to ten
5.   Prompt the user to enter the next grade
6.   Input the next grade
7.   Add the grade into the total
8.   Add one to the grade counter
9.
10. Set the class average to the total divided by ten
11. Print the class average

Records the sum of grades

Counts the number of inputs

Translate to Java Code

```java
// Counter-controlled repetition: Class-average problem
import java.util.Scanner;
public class ClassAverage {

   public static void main(String[] args) {

      // create Scanner to obtain input from command window
      Scanner input = new Scanner(System.in);

      int total; // sum of grades entered by user
      int gradeCounter; // number of the grade to be entered next
      int grade; // grade value entered by user
      int average; // average of grades

      // initialization phase
      total = 0; // initialize total
      gradeCounter = 1; // initialize loop counter
```

Translate to Java Code

```java
// processing phase
while(gradeCounter <= 10) { // loop 10 times
   System.out.print("Enter grade: "); // prompt
   grade = input.nextInt(); // input next grade
   total = total + grade; // add grade to total
   gradeCounter = gradeCounter + 1; // increment counter by 1

} // end while

// termination phase
average = total / 10; // integer division yields integer result

// display total and average of grades
System.out.printf("\nTotal of all 10 grades is %d\n", total);
System.out.printf("Class average is %d\n", average);

// close Scanner to avoid resource leak
input.close();
} // end main
} // end class ClassAverage
```

A Sample Run

```
Enter grade: 67
Enter grade: 78
Enter grade: 89
Enter grade: 67
Enter grade: 87
Enter grade: 98
Enter grade: 93
Enter grade: 85
Enter grade: 82
Enter grade: 100

Total of all 10 grades is 846
Class average is 84
```

Sentinel-Controlled Repetition (边界值控制的循环）

- *A new class-average problem: Develop a program that processes grades for an **arbitrary number** of students and output the average grade.*

- **Analysis:** In the earlier problem, the number of students was known in advance, but here how can the program determine when to stop the input of grades?
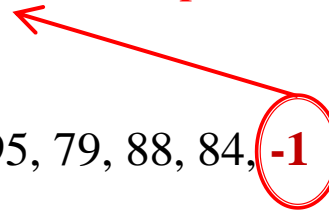
Sentinel-Controlled Repetition

We can use **a special value** called a sentinel value can be used to indicate "end of data entry".

Marking the end of inputs

92, 77, 68, 84, 35, 72, 95, 79, 88, 84, **-1**

Sentinel-Controlled Repetition

▸ Sentinel-controlled repetition is often called indefinite repetition (不确定循环) because the number of repetitions is not known before the loop begins executing

▸ A sentinel value must be chosen that cannot be confused with an acceptable input value

One of the left items? Of course not…

Pseudo Code

1	Initialize total to zero	*total* stores the sum of grades
2	Initialize counter to zero	*counter* stores the number grades
3		
4	Prompt the user to enter the first grade	Try to take an input
5	Input the first grade (possibly the sentinel)	
6		
7	While the user has not yet entered the sentinel	
8	Add this grade into the running total	
9	Add one to the grade counter	If no sentinel value seen, repeat the process
10	Prompt the user to enter the next grade	
11	Input the next grade (possibly the sentinel)	
12		
13	If the counter is not equal to zero	
14	Set the average to the total divided by the counter	
15	Print the average	Compute and print average (avoid division by 0)
16	else	
17	Print "No grades were entered"	

```java
// Sentinel-controlled repetition: Class-average problem
import java.util.Scanner;
public class ClassAverage2 {
  public static void main(String[] args) {
    // create Scanner to obtain input from command window
    Scanner input = new Scanner(System.in);

    int total; // sum of grades
    int gradeCounter; // number of grades entered
    int grade; // grade value
    double average; // number with decimal point for average

    // initialization phase
    total = 0; // initialize total
    gradeCounter = 0; // initialize loop counter

    // processing phase
    // prompt for input and read grade from user
    System.out.print("Enter grade or -1 to quit: ");
    grade = input.nextInt();
```

Sentinel value

```java
// loop until sentinel value read from user
while(grade != -1) {

  total = total + grade; // add grade to total
  gradeCounter = gradeCounter + 1; // increment counter
  // prompt for input and read next grade from user
  System.out.print("Enter grade or -1 to quit: ");
  grade = input.nextInt();

} // end while

// termination phase
if(gradeCounter != 0) { // if user entered at least one grade

  // calculate average of all grades entered
  average = (double) total / gradeCounter;
  // display total and average (with two digits of precision)
  System.out.printf("\nTotal of the %d grades entered is %d\n",  gradeCounter, total);
  System.out.printf("Class average is %.2f\n", average);

} else { // no grades were entered, output appropriate message

  System.out.println("No grades were entered");

} // end if
```

```
   // close Scanner to avoid resource leak
   input.close();
 } // end main
} // end class ClassAverage2
```

```
Enter grade or -1 to quit: 97
Enter grade or -1 to quit: 88
Enter grade or -1 to quit: 72
Enter grade or -1 to quit: -1

Total of the 3 grades entered is 257
Class average is 85.67
```

Type Cast (类型转换)

```
int total;            average = (double) total / gradeCounter;
int gradeCounter;
double average;
```
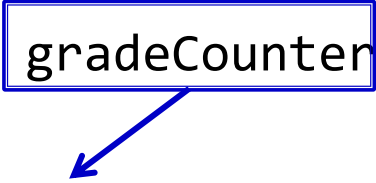
The unary cast operator creates a temporary floating-point copy of its operand

- Cast operator performs explicit conversion (or type cast). It has a higher precedence than the binary arithmetic operators (e.g., /).

- The value stored in the operand is unchanged (e.g., `total`'s value is not changed, `total`'s type is also not changed).

Type Promotion (类型提升)

```
int total;           average = (double) total / gradeCounter;
int gradeCounter;
double average;       Type promotion from int to double
```

- Java evaluates only arithmetic expressions in which the operands' types are identical.

- In the above expression, the `int` value of `gradeCounter` will be **promoted** (implicit conversion) to a `double` value for computation.

Why it is called promotion?   double is more expressive

The Scope (作用域) of Variables

- Variables declared in a method body are local variables (局部变量) and can be used only from the line of their declaration to the closing right brace of the method declaration.

- A local variable's declaration must appear before the variable is used in that method

https://www.geeksforgeeks.org/variable-scope-in-java/

Is the code correct?

```java
public class Scope {

  public static void main(String[] args) {
    int a = 3;
  }

  public static void foo() {
    a = 3;  ✗
  }

}
```

a is a local variable in `main`, cannot be used outside `main`

Is the code correct?

```java
public class Scope {

    public static void main(String[] args) {
        int a = 3;
        int a = 5;  ✗
    }
}
```

a cannot be defined twice because the first a has a method-level scope

Is the code correct?

```java
public static void main(String[] args) {
    int a = 3;
    b = a + 4;        ✗    b must be defined before use
}
```

Block Scope (块作用域)

▸ A variable declared inside a pair of braces "{" and "}" in a method has a scope within the braces only

```java
// generates a random number in [0, 1)
double a = Math.random();
System.out.println(a);
if(a > 0.5) {
  double b = 2 * a;
}
System.out.println(b);      ❌    b can be used only in the if block
```

Block Scope (块作用域)

▸ Due to the rule of variable scope, we often define counters before repetition statements

```
int counter = 0;
while(counter < 10) {
    // do something and increase counter
    // ...
    counter = counter + 1;
}
System.out.printf("repeated %d times\n", counter);
```

Compound Assignment Operators
（组合赋值操作符）

- Compound assignment operators simplify assignment expressions.

- *variable = variable operator expression;* where operator is one of +, -, *, / or % can be written in the form

    variable operator= expression;

- c = c + 3; can be written as c += 3;

Compound Assignment Operators

Assignment operator	Sample expression	Explanation	Assigns
Assume: `int c = 3, d = 5, e = 4, f = 6, g = 12;`			
+=	c += 7	c = c + 7	10 to c
-=	d -= 4	d = d - 4	1 to d
*=	e *= 5	e = e * 5	20 to e
/=	f /= 3	f = f / 3	2 to f
%=	g %= 9	g = g % 9	3 to g

Increment and Decrement Operators （自增、自减运算符）

▸ Unary increment operator, **++**, adds one to its operand

▸ Unary decrement operator, --, subtracts one from its operand

▸ An increment or decrement operator placed before a variable is called prefix increment or prefix decrement operator (前缀自增自减操作符).

▸ An increment or decrement operator placed after a variable is called postfix increment or postfix decrement operator (后缀自增自减操作符).

```
int a = 6;  int b = ++a;  int c = a--;
```

Preincrementing/Predecrementing（前缀自增/自减）

▸ Using the prefix increment (or decrement) operator to add (or subtract) 1 from a variable is known as preincrementing (or predecrementing) the variable.

▸ Preincrementing (or predecrementing) a variable causes the variable to be incremented (decremented) by 1; then the new value is used in the expression in which it appears.

```
int a = 6;
int b = ++a; // b gets the value 7
```

Postincrementing/Postdecrementing （后缀自增/自减）

▸ Using the postfix increment (or decrement) operator to add (or subtract) 1 from a variable is known as postincrementing (or postdecrementing) the variable.

▸ This causes the current value of the variable to be used in the expression in which it appears; then the variable's value is incremented (decremented) by 1.

```
int a = 6;
int b = a++; // b gets the value 6
```

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Note the Difference

```
int a = 6;
int b = a++; // b gets the value 6
```

```
int b = a++;

Equivalent to:

int b = a;
a = a + 1;
```

```
int a = 6;
int b = ++a; // b gets the value 7
```

```
int b = ++a;

Equivalent to:

a = a + 1;
int b = a;
```

In both cases, a becomes 7 after execution, but b gets different values. Be careful when programming.

The Operators Introduced So Far

Operators					Associativity	Type
++	--				right to left	unary postfix
++	--	+	-	(*type*)	right to left	unary prefix
*	/	%			left to right	multiplicative
+	-				left to right	additive
<	<=	>	>=		left to right	relational
==	!=				left to right	equality
?:					right to left	conditional
=	+=	-=	*=	/=	%=	right to left	assignment

Precedence →

Please practice each of the operators by yourself ☺