

Python Operators

Operators are used to perform operations on variables and values.

In the example below, we use the + operator to add together two values:

```
In [1]: print(10 + 5)
```

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Python divides the operators in the following groups:

- Arithmetic operators
- Assignment operators
- Comparison operators
- Logical operators
- Identity operators
- Membership operators
- Bitwise operators

Python Arithmetic Operators

Arithmetic operators are used with numeric values to perform common mathematical operations:

+ Addition $x + y$
- Subtraction $x - y$
* Multiplication $x * y$
/ Division x / y
% Modulus $x \% y$
** Exponentiation $x ** y$
// Floor division $x // y$

Python Assignment Operators

Assignment operators are used to assign values to variables:

= $x = 5$ $x = 5$
+= $x += 3$ $x = x + 3$
-= $x -= 3$ $x = x - 3$
*= $x *= 3$ $x = x * 3$

`/= x /= 3 x = x / 3`

`%= x %= 3 x = x % 3`

`//= x //= 3 x = x // 3`

`**= x **= 3 x = x ** 3`

`&= x &= 3 x = x & 3`

`|= x |= 3 x = x | 3`

`^= x ^= 3 x = x ^ 3`

`>>= x >>= 3 x = x >> 3`

`//=- v //- 3 v = v << 3`

Python Comparison Operators

Comparison operators are used to compare two values:

Operator	Name	Example	Try it
<code>==</code>	Equal	<code>x == y</code>	Try it »
<code>!=</code>	Not equal	<code>x != y</code>	Try it »
<code>></code>	Greater than	<code>x > y</code>	Try it »
<code><</code>	Less than	<code>x < y</code>	Try it »
<code>>=</code>	Greater than or equal to	<code>x >= y</code>	Try it »
<code><=</code>	Less than or equal to	<code>x <= y</code>	Try it »

Python Logical Operators

Logical operators are used to combine conditional statements:

Operator	Description	Example	Try it
<code>and</code>	Returns True if both statements are true	<code>x < 5 and x < 10</code>	Try it »
<code>or</code>	Returns True if one of the statements is true	<code>x < 5 or x < 4</code>	Try it »
<code>not</code>	Reverse the result, returns False if the result is true	<code>not(x < 5 and x < 10)</code>	Try it »

Python Identity Operators

Identity operators are used to compare the objects, not if they are equal, but if they are actually the same object, with the same memory location:

Operator	Description	Example	Try it
is	Returns True if both variables are the same object	x is y	Try it »
is not	Returns True if both variables are not the same object	x is not y	Try it »

Python Membership Operators

Membership operators are used to test if a sequence is presented in an object:

Operator	Description	Example	Try it
in	Returns True if a sequence with the specified value is present in the object	x in y	Try it »
not in	Returns True if a sequence with the specified value is not present in the object	x not in y	Try it »

Python Bitwise Operators

Bitwise operators are used to compare (binary) numbers:

Operator	Name	Description	Example	Try it
&	AND	Sets each bit to 1 if both bits are 1	x & y	Try it »
	OR	Sets each bit to 1 if one of two bits is 1	x y	Try it »
^	XOR	Sets each bit to 1 if only one of two bits is 1	x ^ y	Try it »
~	NOT	Inverts all the bits	~x	Try it »
<<	Zero fill left shift	Shift left by pushing zeros in from the right and let the leftmost bits fall off	x << 2	Try it »
>>	Signed right shift	Shift right by pushing copies of the leftmost bit in from the left, and let the rightmost bits fall off	x >> 2	Try it »

In [8]: `print(6 & 3)`

```
# """
# The & operator compares each bit and set it to 1 if both are 1,
# otherwise it is set to 0:

# 6 = 0000000000000110
# 3 = 0000000000000011
# -----
# 2 = 0000000000000010
# =====

# Decimal numbers and their binary values:
# 0 = 0000000000000000
# 1 = 0000000000000001
# 2 = 0000000000000010
# 3 = 0000000000000011
# 4 = 0000000000000100
# 5 = 0000000000000101
# 6 = 0000000000000110
# 7 = 0000000000000111
# """
```

In [9]: `print(6 | 3)`

```
# """
# The | operator compares each bit and set it to 1 if one or both is 1,
# otherwise it is set to 0:

# 6 = 0000000000000110
# 3 = 0000000000000011
# -----
# 7 = 0000000000000111
# =====

# Decimal numbers and their binary values:
# 0 = 0000000000000000
# 1 = 0000000000000001
# 2 = 0000000000000010
# 3 = 0000000000000011
# 4 = 0000000000000100
# 5 = 0000000000000101
# 6 = 0000000000000110
# 7 = 0000000000000111
# """
```

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In [11]: `print(6 ^ 3)`

```
# """
# The ^ operator compares each bit and set it to 1 if only one is 1,
# otherwise (if both are 1 or both are 0) it is set to 0:

# 6 = 0000000000000110
# 3 = 0000000000000011
# -----
# 5 = 0000000000000101
# =====

# Decimal numbers and their binary values:
# 0 = 0000000000000000
# 1 = 0000000000000001
# 2 = 0000000000000010
# 3 = 0000000000000011
# 4 = 0000000000000100
# 5 = 0000000000000101
# 6 = 0000000000000110
# 7 = 0000000000000111
# """
```

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In [13]: `print(~3)`

```
# ""  
# The ~ operator inverts each bit (0 becomes 1 and 1 becomes 0).  
  
# Inverted 3 becomes -4:  
# 3 = 0000 0000 0000 0011  
# -4 = 1111 1111 1111 1100  
  
# Decimal numbers and their binary values:  
# 4 = 0000000000000100  
# 3 = 0000000000000011  
# 2 = 0000000000000010  
# 1 = 0000000000000001  
# 0 = 0000000000000000  
# -1 = 1111111111111111  
# -2 = 1111111111111110  
# -3 = 1111111111111101  
# -4 = 1111111111111100  
# ""
```

-4

In [6]: `print(3 << 2)`

```
# ""  
# The << operator inserts the specified number of 0's (in this case 2)  
# from the right and let the same amount of leftmost bits fall off:  
  
# If you push 00 in from the left:  
# 3 = 0000000000000011  
# becomes  
# 12 = 0000000000001100  
  
# Decimal numbers and their binary values:  
# 0 = 0000000000000000  
# 1 = 0000000000000001  
# 2 = 0000000000000010  
# 3 = 0000000000000011  
# 4 = 0000000000000100  
# 5 = 0000000000000101  
# 6 = 0000000000000110  
# 7 = 0000000000000111  
# 8 = 0000000000001000  
# 9 = 0000000000001001  
# 10 = 0000000000001010  
# 11 = 0000000000001011  
# 12 = 0000000000001100  
# ""
```

```
In [16]: print(8 >> 2)  #0010

# """
# The >> operator moves each bit the specified number of times to the right. Er

# If you move each bit 2 times to the right, 8 becomes 2:
# 8 = 0000000000001000
# becomes
# 2 = 000000000000010

# Decimal numbers and their binary values:
# 0 = 0000000000000000
# 1 = 0000000000000001
# 2 = 0000000000000010
# 3 = 0000000000000011
# 4 = 0000000000000100
# 5 = 0000000000000101
# 6 = 0000000000000110
# 7 = 0000000000000111
# 8 = 0000000000001000
# 9 = 0000000000001001
# 10 = 0000000000001010
# 11 = 0000000000001011
# 12 = 0000000000001100
# """
```

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Operator Precedence

Operator precedence describes the order in which operations are performed.

```
In [17]: # Parentheses has the highest precedence,
# meaning that expressions inside parentheses must be evaluated first:

print((6 + 3) - (6 + 3))
```

0

```
In [18]: # Multiplication * has higher precedence than addition +,
# and therefor multiplications are evaluated before additions:

print(100 + 5 * 3)
```

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The precedence order is described in the table below, starting with the highest precedence at the top:

Operator	Description	Try it
<code>()</code>	Parentheses	Try it »
<code>**</code>	Exponentiation	Try it »
<code>+x</code> <code>-x</code> <code>~x</code>	Unary plus, unary minus, and bitwise NOT	Try it »
<code>*</code> <code>/</code> <code>//</code> <code>%</code>	Multiplication, division, floor division, and modulus	Try it »
<code>+</code> <code>-</code>	Addition and subtraction	Try it »
<code><<</code> <code>>></code>	Bitwise left and right shifts	Try it »
<code>&</code>	Bitwise AND	Try it »
<code>^</code>	Bitwise XOR	Try it »
<code> </code>	Bitwise OR	Try it »
<code>==</code> <code>!=</code> <code>></code> <code>>=</code> <code><</code> <code><=</code> <code>is</code> <code>is not</code> <code>in</code> <code>not in</code>	Comparisons, identity, and membership operators	Try it »
<code>not</code>	Logical NOT	Try it »
<code>and</code>	AND	Try it »
<code>or</code>	OR	Try it »

In []:

In []: