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East West University Computer Programming Club

Workshop
on
C# Programming: Learn to Build

Date :
Day 1 - 26, October 2018
Day 2 - 2, November 2018
Day 3 - 9, November 2018

Sponsored by:
YES
Young Engineers Society

Organized by :
East West University
Computer Programming Club

C#

Day 1
Lecture3: Operator

Arithmetic Operator

- +
- -
- *
- /
- %
- ++
- --

Arithmetic Operator

```
int a = 1, b = 2, c =3;
int d = a + b * c;
int e = d / c;
int f = d % b;
Console.WriteLine(d);
Console.WriteLine(e);
Console.WriteLine(f);
Console.ReadKey();
```

Arithmetic Operator

```
int a =5;
a = a+ 5;
Console.WriteLine(a);
```

Arithmetic Operator

```
int a =5;
a += 5;
Console.WriteLine(a);
```

Arithmetic Operator

```
int a =5;
a = a- 5;
Console.WriteLine(a);
```

Or,

```
int a =5;
a -= 5;
Console.WriteLine(a);
```

Arithmetic Operator

```
int a =5;
a = a * 5;
Console.WriteLine(a);
```

Or,

```
int a =5;
a *= 5;
Console.WriteLine(a);
```

Arithmetic Operator

```
int a =5;
a = a/ 5;
Console.WriteLine(a);
```

Or,

```
int a =5;
a /= 5;
Console.WriteLine(a);
```

Arithmetic Operator

- Pre-increment

```
int a =5;
++a;
Console.WriteLine(a);
```

Arithmetic Operator

- Pre-increment

```
int a = 5, int b;
b = ++a;
Console.WriteLine(a);
Console.WriteLine(b);
```

Arithmetic Operator

- Post-increment

```
int a =5;
a++;
Console.WriteLine(a);
```

Arithmetic Operator

- Post-increment

```
int a = 5, int b;
b = a++;
Console.WriteLine(a);
Console.WriteLine(b);
```

Arithmetic Operator

```
int u = 5; int v = 3;
int x = u++ + ++v + ++u;
Console.WriteLine(x);
```

Logical Operator

- &&
- ||
- !

Logical Operator

- Logical AND (&&)

```
bool res;
int num = 10, num1 = 20;
res = (num == num1) && (num>5);
Console.Writeline(res);
```

Logical Operator

- Logical OR (||)

```
bool res;
int num = 10, num1 = 20;
res = (num == num1) || (num>5);
Console.Writeline(res);
```

Relational Operator

- ==
- !=
- >
- <
- >=
- <=

Relational Operator

- Equal to (==)

```
bool res;
int num = 10, num1 = 20;
res = (num == num1) ;
Console.Writeline("{0} == {1} returns {2}", num, num1, res);
```

Relational Operator

- Not Equal to (!=)

```
bool res;
int num = 10, num1 = 20;
res = (num != num1) ;
Console.Writeline("{0} != {1} returns {2}", num, num1, res);
```

Relational Operator

- Greater than (>)

```
bool res;
int num = 10, num1 = 20;
res = (num > num1) ;
Console.Writeline(“{0} > {1} returns {2}”, num, num1, res);
```

Relational Operator

- Less than (<)

```
bool res;
int num = 10, num1 = 20;
res = (num < num1) ;
Console.Writeline("{0} < {1} returns {2}", num, num1, res);
```

Relational Operator

- Greater than or Equal to (>=)

```
bool res;
int num = 10, num1 = 20;
res = (num >= num1) ;
Console.Writeline("{0} >= {1} returns {2}", num, num1, res);
```

Relational Operator

- Less than or Equal to (<=)

```
bool res;
int num = 10, num1 = 20;
res = (num <= num1) ;
Console.Writeline("{0} <= {1} returns {2}", num, num1, res);
```

Assignment Operator

- =
- +=
- -=
- *=
- /=
- %=
- >>=
- <<=
- &=
- ^=
- |=

Assignment Operator

- Add AND Assignment Operator (+=)

```
int res;
int num = 10;
res += num;
Console.Writeline(“Result of res = {0}”, res);
```

Assignment Operator

- Left Shift AND Assignment Operator (<<=)

```
int res;
int num = 10;
res <<= num;
Console.Writeline(“Result of res = {0}”, res);
```

This slide is provided as a course material in the workshop named "Workshop on C# Programming: Learn to Build".

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