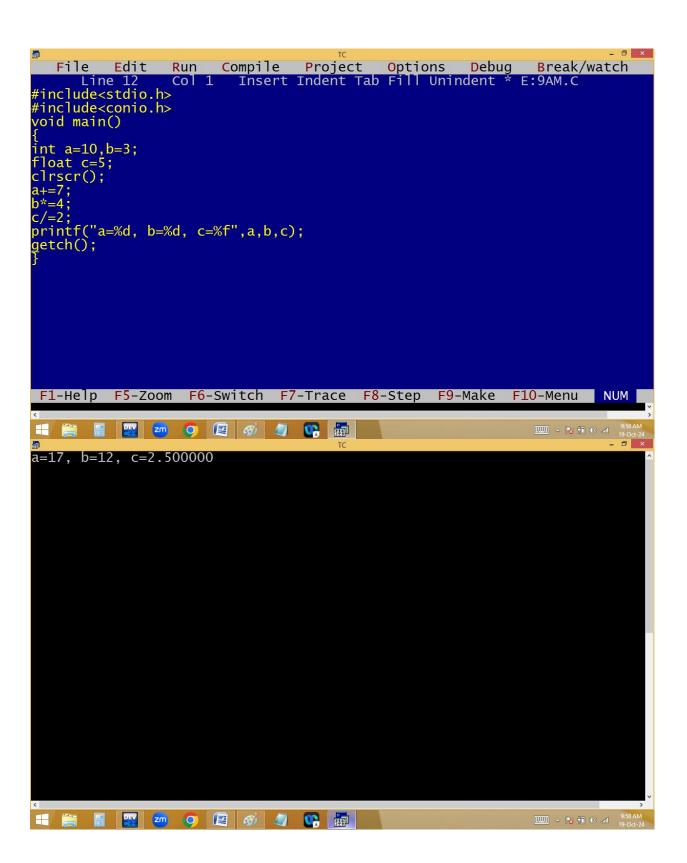
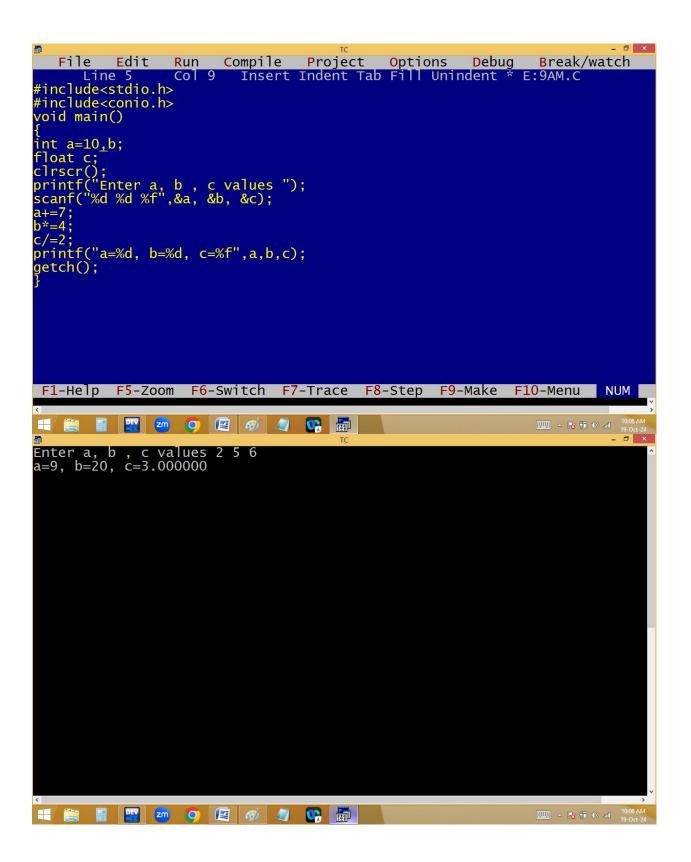


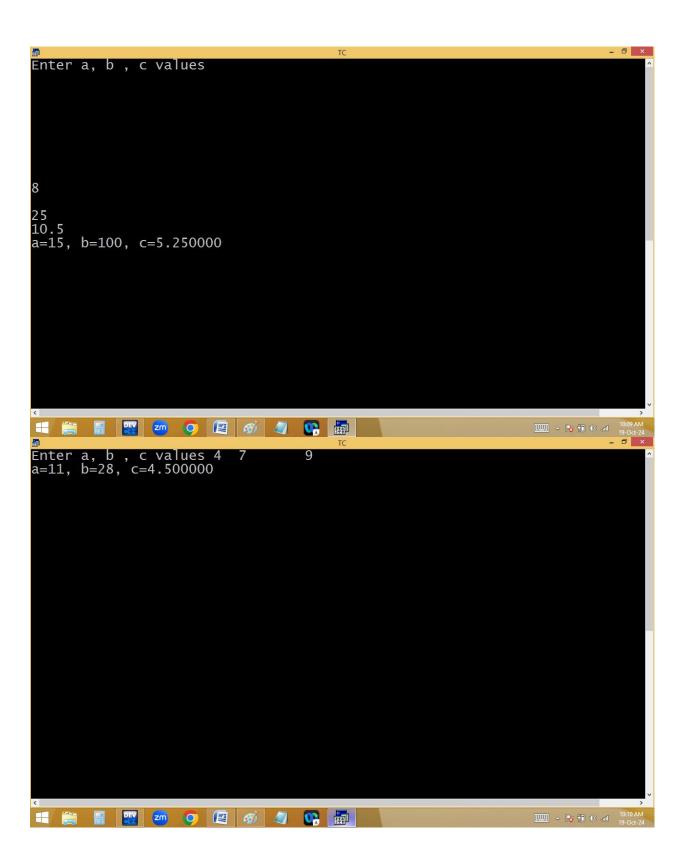
Compound assignment / short hand operators:

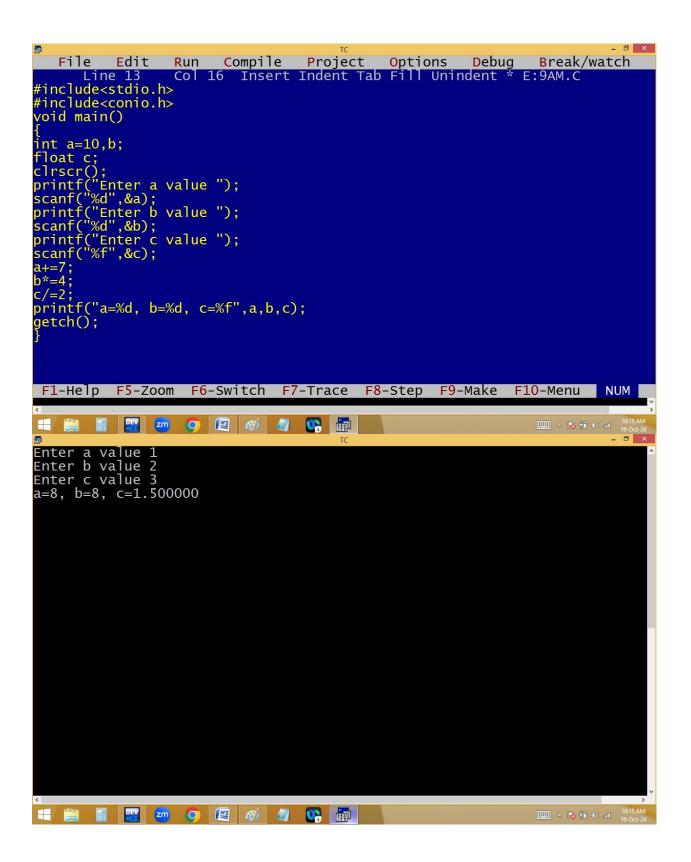
Here we are using assignment operator with the combination of other operators as follows.

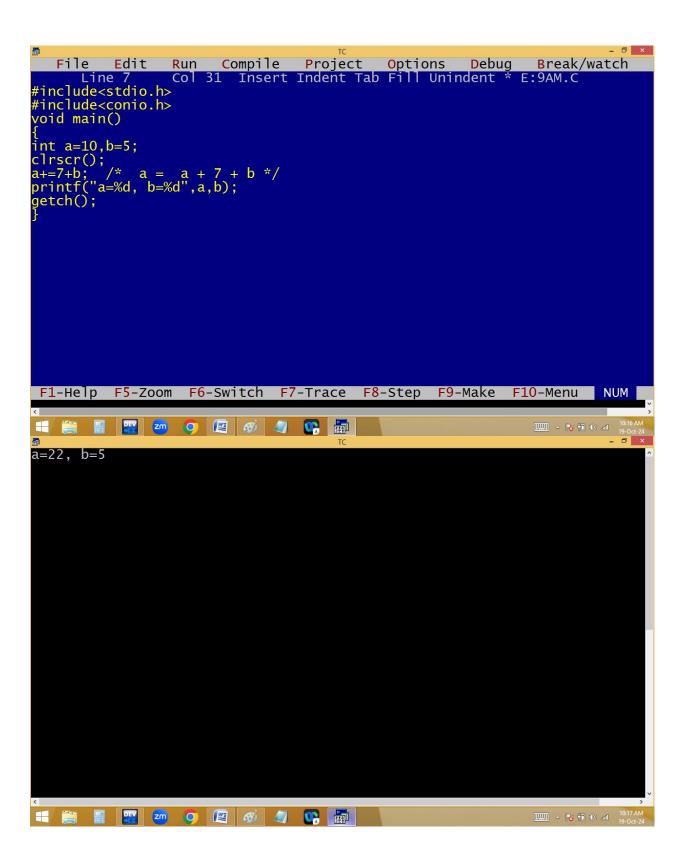
+=, -=, *=, %=, /=, <<=, >>=, ~=,....
Eg:
int a=10, b=3;
float c=5;
a+=7; i.e. a=a+7
$$\Rightarrow$$
 a=10+7=17
b*=4; i.e. b=b*4 \Rightarrow b=3*4=12
c/=2; i.e. c=c/2 \Rightarrow c=5/2=2.500000











```
File Edit Run Compile Project Options Debug Break/watch
Line 8 Col 32 Insert Indent Tab Fill Unindent * E:9AM.C

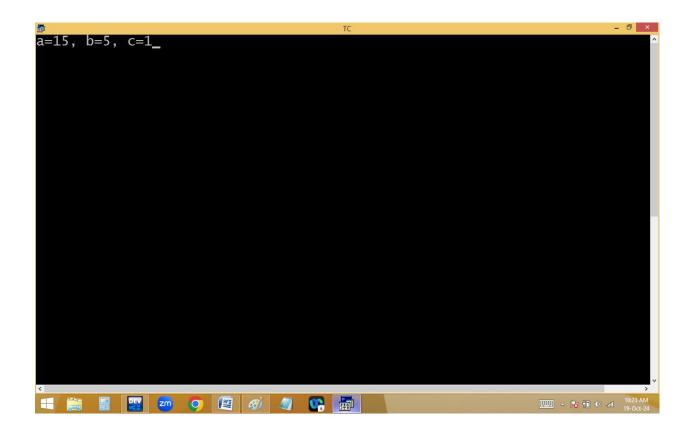
#include<stdio.h>
#include<conio.h>
void main()
{
int a=10.4,b=5.2, c=3.3;
clrscr();
a+=b*=c/=2.2;
printf("a=%d, b=%d, c=%d",a,b,c);
getch();
}

F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM

**The Project Options Debug Break/watch
**Debug Break/watch
**E:9AM.C

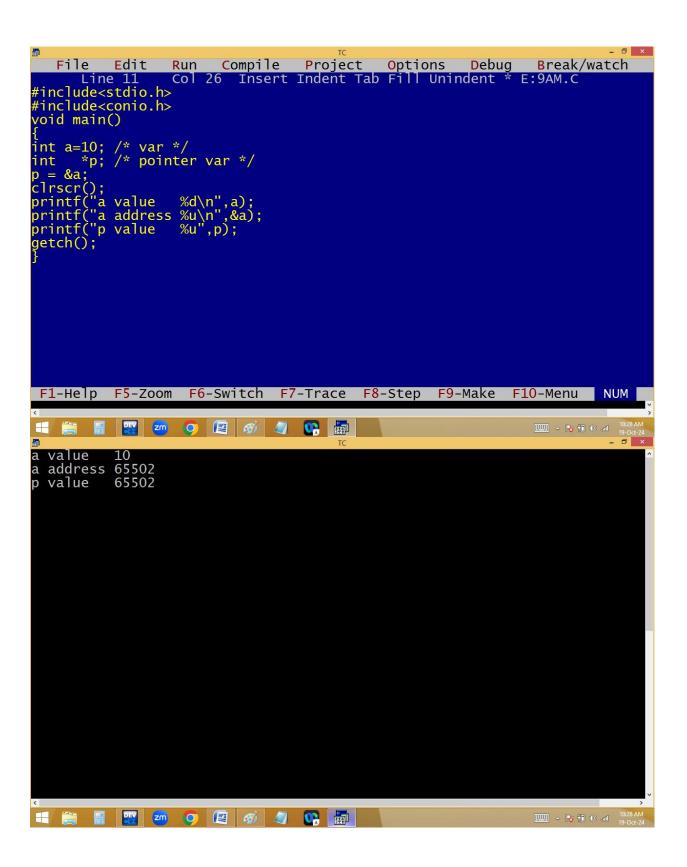
#include<stdio.h>
#include<stdio.h

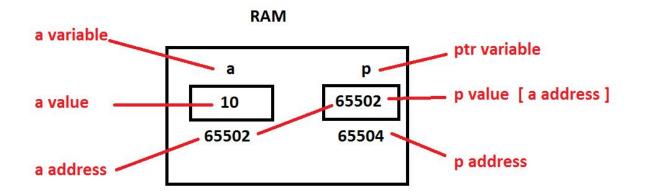
#include<stdio
```



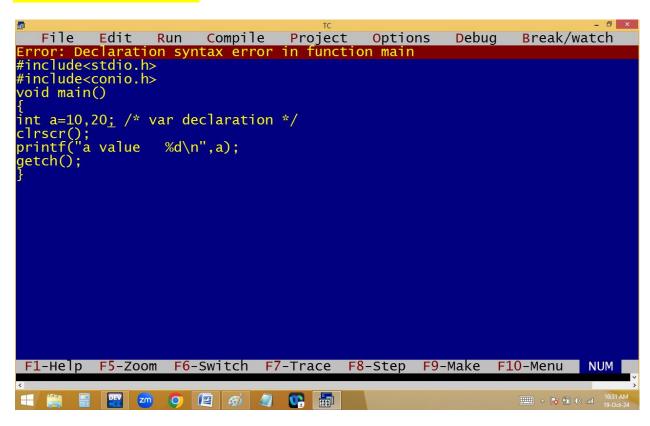
Address operators:

- 1. & Address of the variable
- 2. * pointer Address of another variable

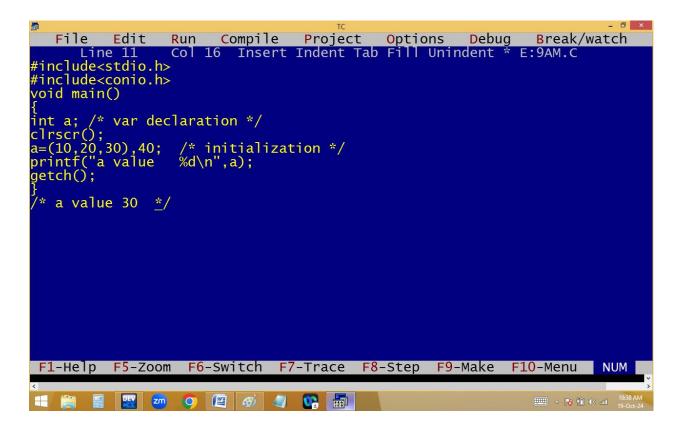


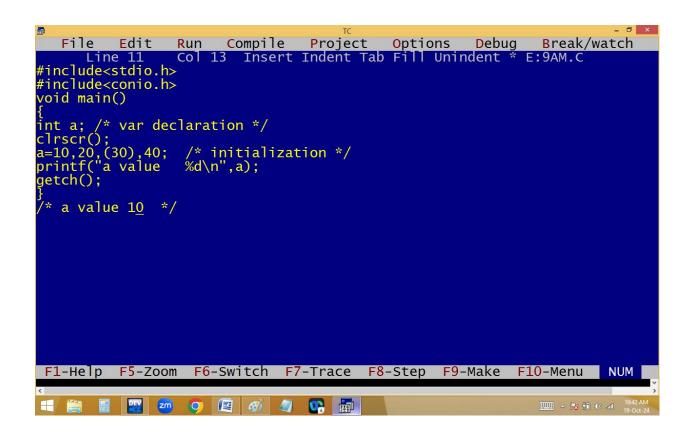


() and, separators:



```
_ 0 ×
   File Edit Run Compile Project Options Debug Break/watch
Line 5 Col 14 Insert Indent Tab Fill Unindent * E:9AM.C
Line 5 (
#include<stdio.h>
#include<conio.h>
void main()
i_nt a=(10,20); /* var declaration */
clrscr();
printf("a value %d\n",a);
getch();
 F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM
File Edit Run Compile Project Options Debug Break/watch
Line 12 Col 38 Insert Indent Tab Fill Unindent * E:9AM.C
#include<stdio.h>
#include<conio.h>
void main()
int a; /* var declaration */
clrscr();
a=10,20,30; /* initialization */
printf("a value %d\n",a);
getch();
/* a value 10
= have more priority than , operator \_
 F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM
```







```
File Edit Run Compile Project Options Debug Break/watch

Line 11 Col 13 Insert Indent Tab Fill Unindent * E:9AM.C

#include<stdio.h>
#include<conio.h>
void main()

{
int a; /* var declaration */
clrscr();
printf("a value %d\n",a);
getch();
}
/* a value 20 */

F1-Help F5-Zoom F6-Switch F7-Trace F8-Step F9-Make F10-Menu NUM

a = (10, 20), (30, 40);

(30, 40);
```

$$a = (10, 20), (30, 40);$$

$$C_{A} = 20, 40$$

