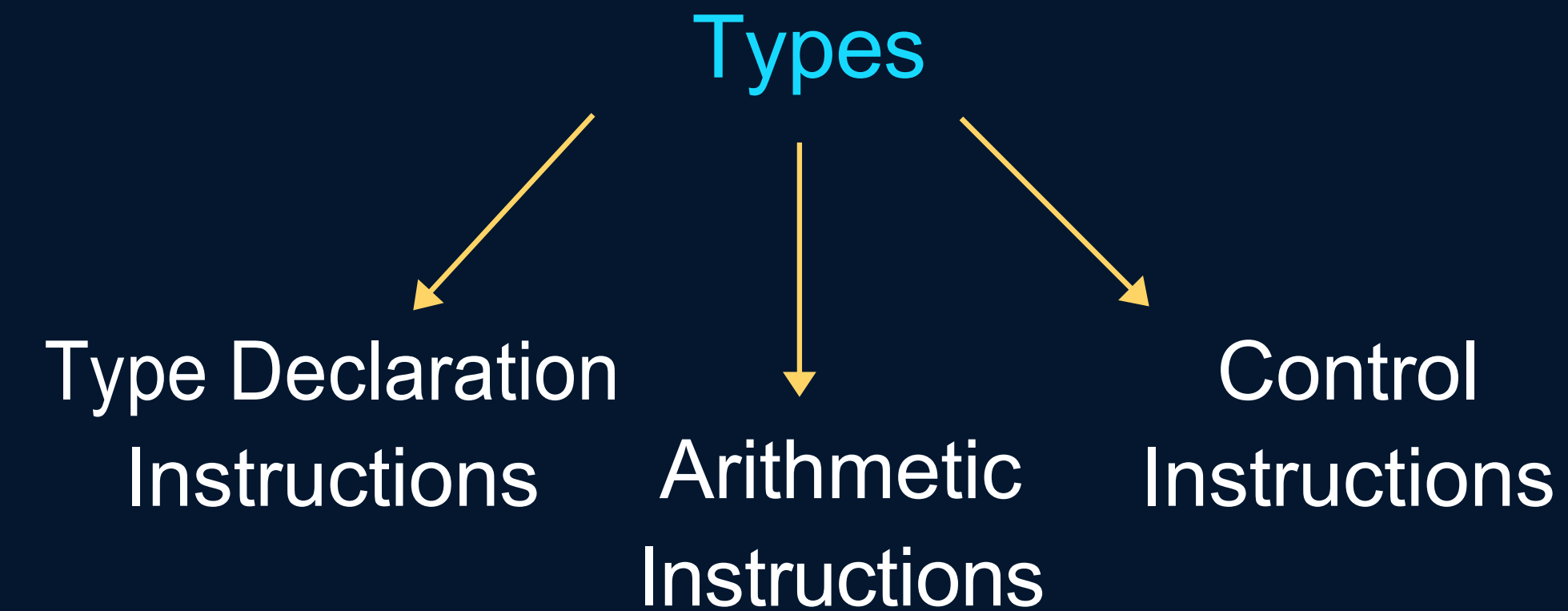


Instructions

These are statements in a Program



Instructions

Type Declaration Instructions  Declare var before using it

VALID

```
int a = 22;  
int b = a;  
int c = b + 1;  
int d = 1, e;
```

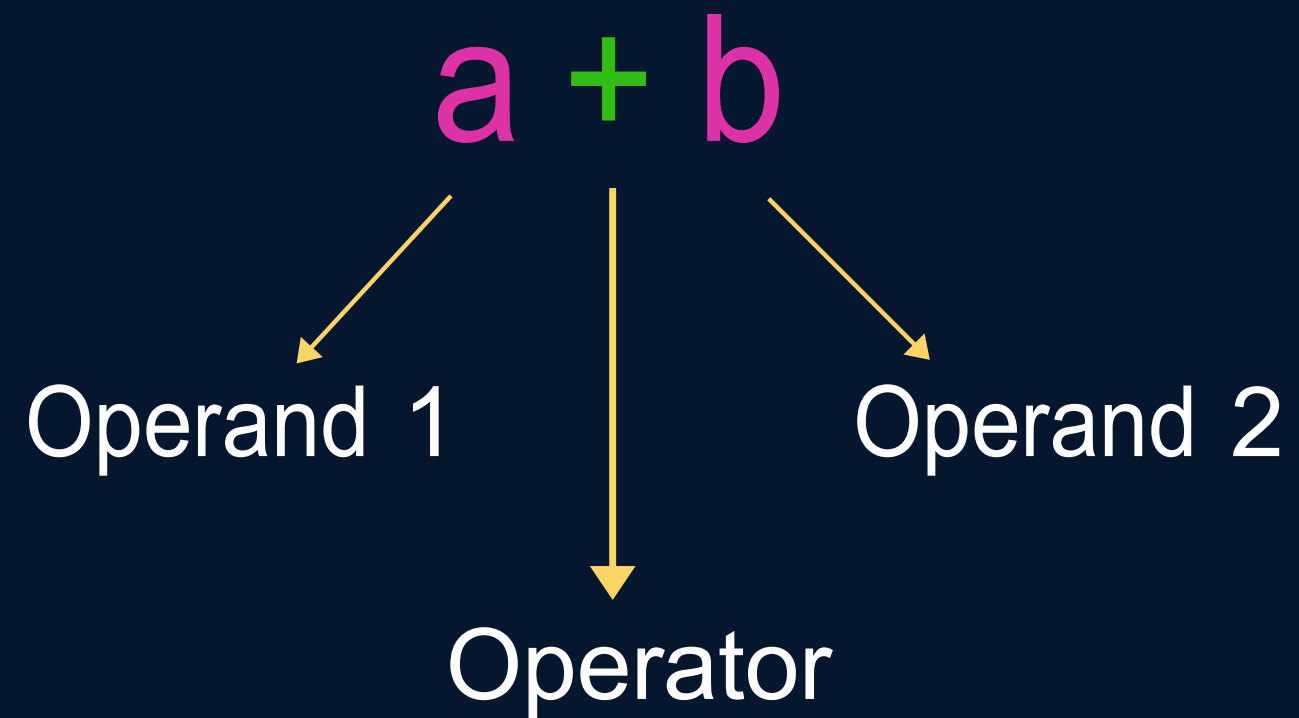
```
int a,b,c;  
a = b = c = 1;
```

INVALID

```
int a = 22;  
int b = a;  
int c = b + 2;  
int d = 2, e;
```

```
int a,b,c = 1;
```

Arithmetic Instructions



NOTE - single variable on the LHS

Arithmetic Instructions

VALID

$$a = b + c$$

$$a = b * c$$

$$a = b / c$$

INVALID

$$b + c = a$$

$$a = bc$$

$$a = b^c$$

NOTE - pow(x,y) for x to the power y

Arithmetic Instructions

★ Modular Operator %

Returns remainder for int

$$3 \% 2 = 1$$

$$-3 \% 2 = -1$$

Arithmetic Instructions

Type Conversion

int op int \longrightarrow int

int op float \longrightarrow float

float op float \longrightarrow float

Arithmetic Instructions

Operator Precedence

$*, /, \%$

$x = 4 + 9 * 10$



$+, -$



$=$

$x = 4 * 3 / 6 * 2$

Arithmetic Instructions

Associativity (for same precedence)

Left to Right

$$x = 4 * 3 / 6 * 2$$

Instructions

Control Instructions

Used to determine flow of program

a. Sequence Control

b. Decision Control

c. Loop Control

d. Case Control

Operators

a. Arithmetic Operators

b. Relational Operators

c. Logical Operators

d. Bitwise Operators

e. Assignment Operators

f. Ternary Operator

Operators

Relational Operators

==

>, >=

<, <=

!=

Operators

Logical Operators

&& AND

|| OR

! NOT

Operator Precedence

Priority	Operator
----------	----------

1	!
---	---

2	*, /, %
---	---------

3	+, -
---	------

4	<, <=, >, >=
---	--------------

5	==, !=
---	--------

6	&&
---	----

7	
---	--

8	=
---	---

Operators

Assignment Operators

=

+=

-=

*=

/=

%=