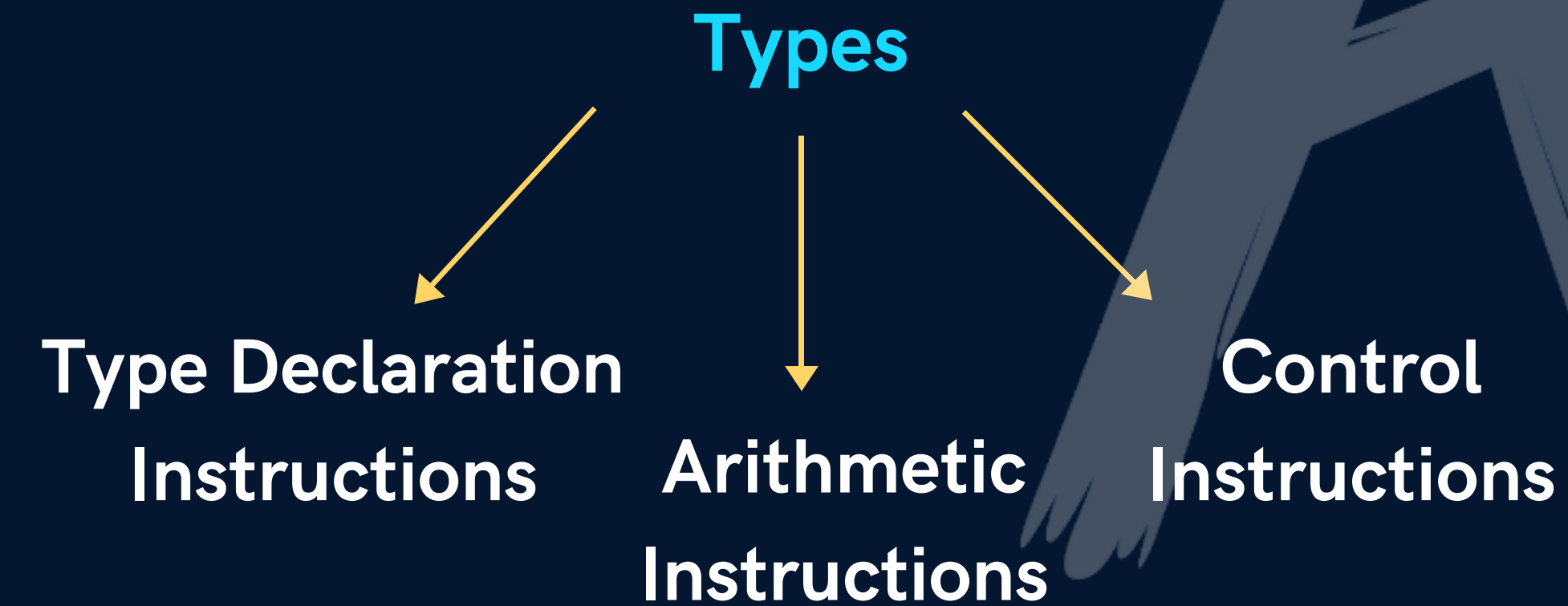


# Instructions

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;
```

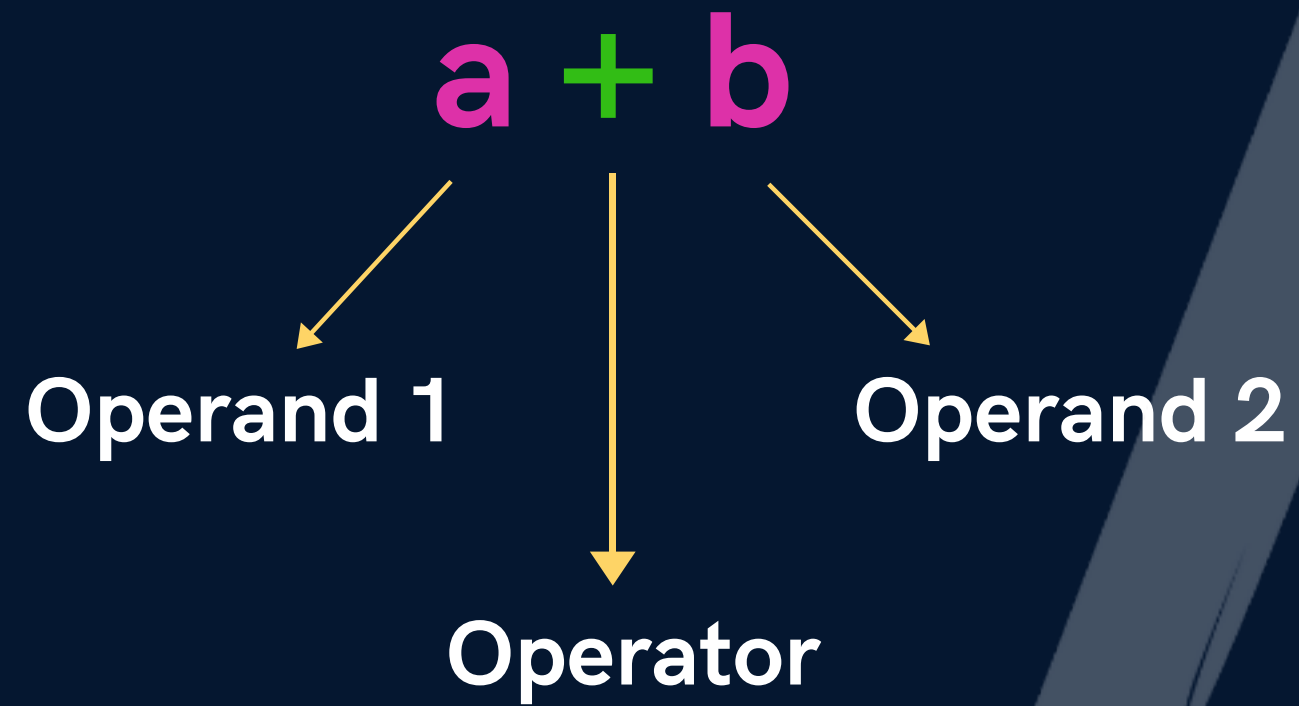
```
int a,b,c;  
a = b = c = 1;
```

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

=

+=

-=

\*=

/=

%=

