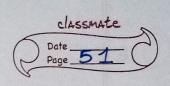


	why it came -2 in bool also? classmate
	Date 49 C
	Codyour V(sus) & Managarith
	a b 0/p
	Left and Stort shift and Car
	0 0 0
	0 1 1
	101
	1 1 0 22000
	Q = D
	e.g -> 515 -> 000
	e.g -> 06 34 71
	$\alpha = 2$
	b = 3,0,5000 0000 0000
	a4b \(\frac{1}{2}\)
	アマニア
	Howits works?
	10
	4 1 1
	10
71.2	Answer
- Vie	to do alout shift then compiler in
	example >
~2 A	Let take num = 1
	Nnum
4.0	01p -> -2
- 1	Steps =
	1. All bits flipped
	2 ve humber : s accessed wing 2's
	2 ve humber ; s accessed wing 2's 3. Hence - 2.
	J. Tunie - 2.

source of the came - 3 in pool also? Homwork > (Na) Vs ~(a) output Verify Left and Right shift operator ">>" Suppose, a = 20000 000010 If we do, a 4 2 1 then, 0000....000100 a>>1 then divide by 21 azzn then divide by 2h If -ve number is there, and of toy to do right shift then compiler will handle. If we shift by hegative number then it will give a garbage value. If -ve humber is there, and if it is signed and if by to do right shift then compiler will give a big value.



PrelPost Increment/Decrement operator
pre-increment -> ++a
post-increment -> a++
pre-decrement ->a
pre-decrement -> a
e.g > (5+++0++1 :0 21 :0=10+07
$mainc)\chi$ $iht a=5;$
Hear Continue ; a++
return o;
$01p \rightarrow 6$
Comparision 7
$main()$ χ
2 (a) *10; cout << (a) *10;
011p + 90 ° 01p + 100
######################################
Connot recent connot

be accessed.

Home Work:

mainc) {
 int a = 10;

Cont << (++a) + (a++);

5

Loops

for ci=0; 1210; 1++ 07++1)

Break & continue

To exit loop, break is used.

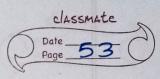
To skip iteration, continue is used

Variable Scoping

Local variable

e. g ->

y cout <= i; + Here (i) connot be accessed.



Local variable is more prioritize then global variable. Ctlobal variable is pad practice. Expression solving Operator Precedence Table To avoid this table, use brackets.