

# Java Operators

ICS 2 – Introduction to Computer Programming



# Operators

- Symbols representing operations that can be performed on constants and variables
- Types of Java Operators
  - Assignment Operator
  - Arithmetic Operators
  - Increment and Decrement Operators
  - Relational Operators
  - Logical Operators
  - Conditional Operator

# Assignment Operator

- Used to store or assign a value from the right-hand side of an expression to the left-hand side.
- Symbol used is =
- Syntax:

*<variable\_name>=<expression>;*

```
public class AssignmentStatement{
    public static void main(String[] args){
        char ch;
        int i;
        double d;
        String s;

        ch = 'A';
        i = 6;
        d = 3.14159212345876;
        s = "Hello";
    }
}
```

- Note that it is also possible to assign a value of a variable to another variable
  - Example:  
X=5;  
Y=X;

- Storing Values with Different Type

- There are automatic conversions that can take place among different data types.
- Conversions from *int* to *double/float*, *char* to *int* and *char* to *double/float* are acceptable

- Example:

```
int i = 65;
```

```
char c = i;
```

# Arithmetic Operators

- Also known as mathematical operators
- Basic operators are:

+	addition
-	subtraction
*	multiplication
/	division
%	modulo (yields the remainder)

- The  $+$ ,  $-$ ,  $*$ ,  $/$  can be used for operands of type *int*, *float*, and *double*
- The  $\%$  can only be used for *int* types
- The  $+$  can also be used as operator for *String* types

```
public class AssignArithOperators{
    public static void main(String[] args)
    {
        int a, b, c, d, e;
        a = 3 + 5;
        b = 45 - 23;
        c = 6 * 3;
        d = 32 / 4;
        e = 33 % 5;

        System.out.println("a = " + a);
        System.out.println("b = " + b);
        System.out.println("c = " + c);
        System.out.println("d = " + d);
        System.out.println("e = " + e);
    }
}
```





- Precedence and Associativity Rule

Operator	Associativity
$*, /, \%$	Left to Right
$+, -$	Left to Right

Note: to override precedence, use parentheses to group expression

$$\begin{aligned}
 X &= 3 + 6 * 2 - 5 + 10 / 2 * 8 / 2 - 3 \\
 X &= 3 + 12 - 5 + 10 / 2 * 8 / 2 - 3 \\
 X &= 3 + 12 - 5 + 5 * 8 / 2 - 3 \\
 X &= 3 + 12 - 5 + 40 / 2 - 3 \\
 X &= 3 + 12 - 5 + 20 - 3 \\
 X &= 15 - 5 + 20 - 3 \\
 X &= 10 + 20 - 3 \\
 X &= 30 - 3 \\
 X &= 27
 \end{aligned}$$

$$\begin{aligned}
 X &= (3 + 6) * (2 - (5 + (10 / 2))) * 8 / 2 - 3 \\
 X &= (3 + 6) * (2 - (5 + 5) * 8) / 2 - 3 \\
 X &= (3 + 6) * (2 - 10 * 8) / 2 - 3 \\
 X &= (3 + 6) * (2 - 80) / 2 - 3 \\
 X &= 9 * (2 - 80) / 2 - 3 \\
 X &= 9 * -78 / 2 - 3 \\
 X &= -702 / 2 - 3 \\
 X &= -351 - 3 \\
 X &= -354
 \end{aligned}$$

# Increment and Decrement Operators

- Aside from the basic arithmetic operators, the *increment* (`++`) and *decrement* (`--`) operators can be written before or after a variable

Usage	Description
<code>var++</code>	Increments <code>var</code> by 1; evaluates to the value of <code>var</code> prior to incrementing
<code>++var</code>	Increments <code>var</code> by 1; evaluates to the value of <code>var</code> after it was incremented
<code>var--</code>	Decrements <code>var</code> by 1; evaluates to the value of <code>var</code> prior to decrementing
<code>--var</code>	decrements <code>var</code> by 1; evaluates to the value of <code>var</code> after it was decremented

- Example 1:

```
int i = 10;  
int j = 3;  
int k = 0;  
  
k = ++j + i;    //expression is k = 4 + 10
```

- Example 2:

```
int i = 10;  
int j = 3;  
int k = 0;  
  
k = j++ + i;    //expression is k = 3 + 10
```

# Relational Operators

- Used to check association of the left-hand side expression to the right-hand side expression
- The result of the operation yields either a *true* or *false* value
- Operators:
  - == Equal to
  - != Not equal to
  - > Greater than
  - < Less than
  - >= Greater than or equal to
  - <= Less than or equal to

- Example:

```
x = 8
```

```
y = 13
```

```
a = (x == y)
```

→ result is False

```
b = (x != y)
```

→ result is True

```
c = (x > y)
```

→ result is False

```
d = (x < y)
```

→ result is True

```
e = (x >= y)
```

→ result is False

```
f = (x <= y)
```

→ result is True



```
public class RelationalOperators{
    public static void main(String[] args)
    {
        boolean a, b, c, d, e, f;
        int x, y;

        x = 8;
        y = 13;

        a = (x == y);
        b = (x != y);
        c = (x > y);
        d = (x < y);
        e = (x >= y);
        f = (x <= y);

        System.out.println(a);
        System.out.println(b);
        System.out.println(c);
        System.out.println(d);
        System.out.println(e);
        System.out.println(f);
    }
}
```



# Logical Operators

- Used to test multiple conditions and are normally used in conjunction with relational operators
- Operators are:

!	Logical NOT
&&	Logical AND
&	boolean Logical AND
	Logical OR
	boolean Logical OR
^	boolean Logical Exclusive OR

- Logical AND (&&) and boolean Logical AND(&)
  - General idea is that if all expressions evaluated are *true*, the result will be *true*
  - The difference between && and & is that once an expression is evaluated as *false* && will not anymore evaluate the other expression since it will already yield a *false* value; & evaluates both expressions regardless of the value

expr1	expr2	Result
TRUE	TRUE	TRUE
TRUE	FALSE	FALSE
FALSE	TRUE	FALSE
FALSE	FALSE	FALSE



- Logical OR (||) and boolean Logical OR (|)
  - General idea is that if one expression is evaluated is *true*, the statement will yield to a *true* value
  - The difference between || and | is that once an expression is evaluated as *true* && will not anymore evaluate the other expression since it will already yield a *true* value; | evaluates both expressions regardless of the value

expr1	expr2	Result
TRUE	TRUE	TRUE
TRUE	FALSE	TRUE
FALSE	TRUE	TRUE
FALSE	FALSE	FALSE



- boolean Logical Exclusive OR (^)
  - The idea behind ^ is that the statement is true if and only if one operand is *true* and the other is *false*

expr1	expr2	Result
TRUE	TRUE	FALSE
TRUE	FALSE	TRUE
FALSE	TRUE	TRUE
FALSE	FALSE	FALSE

- Logical NOT (!)

- A unary operator used to negate or get the opposite of a certain result in a relational operation

expr	Result
TRUE	FALSE
FALSE	TRUE

# Conditional Operator (?:)

- The `?:` is a ternary operator since it takes three arguments that together form a conditional expression
- Syntax:

*expr1 ? expr2 : expr3*

- Idea behind `?:` is that if *expr1* is *true*, value of *expr2* is returned, otherwise, *expr3* is returned

```
public class ConditionalOperator{  
    public static void main(String[] args){  
  
        String status;  
        int grade = 80;  
  
        //get status of student  
        Status = (grade >= 60)?"Pass":"Fail"  
  
        //print value of status  
        System.out.println(status);  
    }  
}
```

