



C PROGRAMMING

OPERATORS

- An operator is a symbol that tells the compiler to perform specific mathematical or logical functions.
- **C language is rich in built-in operators and provides the following types of operators:-**
 - Arithmetic Operators
 - Relational Operators
 - Logical Operators
 - Bitwise Operators
 - Assignment Operators
 - Special Operators

• Arithmetic Operators :-

Operator	Name	Description	Example
+	Addition	Adds together two values	$x + y$
-	Subtraction	Subtracts one value from another	$x - y$
*	Multiplication	Multiplies two values	$x * y$
/	Division	Divides one value by another	x / y
%	Modulus	Returns the division remainder	$x \% y$
++	Increment	Increases the value of a variable by 1	$++x$
--	Decrement	Decreases the value of a variable by 1	$--x$

• Logical Operators :-

Operator	Name	Description	Example
&&	logical AND	It returns true when both conditions are true	<code>(x>5)&&(y<5)</code>
	logical OR	It returns true when at-least one of the condition is true	<code>(x>=10) (y>=10)</code>
!	logical NOT	It reverses the state of the operand “((x>5) && (y<5))” If “((x>5) && (y<5))” is true, logical NOT operator makes it false	<code>!((x>5)&&(y<5))</code>

• Relational Operator :-

Operator	Name	Example
==	Equal to	5 == 3 is evaluated to 0
<	Lesser than	5 < 3 is evaluated to 0
>	Greater than	5 > 3 is evaluated to 1
<=	Lesser than equal to	5 <= 3 is evaluated to 0
>=	Greater than equal to	5 >= 3 is evaluated to 1
!=	Not Equal to	5 != 3 is evaluated to 1

• Bitwise Operator :-

Operator	Meaning Of Operators
&	Bitwise AND
	Bitwise OR
^	Bitwise exclusive OR
~	Bitwise complement
<<	Shift left
>>	Shift right

• Assignment Operators :-

Operator	Example	Explanation
=	X=25	Value 25 is assigned to x
+=	X+=25	This is same as $x = x + 25$
-=	X-=25	This is same as $x = x - 25$
=	X=25	This is same as $x = x * 25$
%=	X%=25	This is same as $x = x \% 25$
/=	X/=25	This is same as $x = x / 25$

• Special Operators :-

Operator	Example
&	This is used to get the address of the variable. Example : &a will give address of a.
*	This is used as pointer to a variable. Example : * a where, * is pointer to the variable a.
Sizeof ()	This gives the size of the variable. Example : size of (char) will give us 1.

TYPECASTING

- Typecasting allows us to convert one data type into other. In C language, we use cast operator for typecasting which is denoted by (type).
- Syntax :- (type)value;
- **Type Casting example :-**

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

```
int main()
```

```
{
```

```
float f= (float)9/4;
```

```
printf("f : %f\n", f );
```

```
return 0;
```

```
}
```