

Operators in C

An operator is simply a symbol that is used to perform operations.

or

An **operator** is a symbol in C programming that performs operations on one or more **operands**. Operands are the values or variables on which the operator acts. Operators are essential for creating expressions and performing calculations, comparisons, and other operations.

For example:

In the expression $a + b$,

- $+$ is the **operator**.
- a and b are the **operands**.

Types:

There are following types of operators to perform different types of operations in C language.

1. Arithmetic Operators:

These operators perform basic mathematical operations.

Operator	Description	Example
+	Addition	$a + b$ adds a and b .
-	Subtraction	$a - b$ subtracts b from a .
*	Multiplication	$a * b$ multiplies a and b .
/	Division	a / b divides a by b .
%	Modulus (remainder)	$a \% b$ gives remainder of a divided by b .

Example:

```
#include <stdio.h>

int main() {
    int a = 10, b = 3;

    printf("Addition: %d\n", a + b); // 13
    printf("Division: %d\n", a / b); // 3
    printf("Modulus: %d\n", a % b); // 1
    return 0;
}
```

2. Relational (Comparison) Operators

These operators compare two operands and return a boolean result (true or false).

Operator	Description	Example
==	Equal to	a == b (true if a equals b).
!=	Not equal to	a != b (true if a is not equal to b).
>	Greater than	a > b (true if a is greater than b).
<	Less than	a < b (true if a is less than b).
>=	Greater than or equal to	a >= b (true if a is greater than or equal to b).
<=	Less than or equal to	a <= b (true if a is less than or equal to b).

Example:

```
#include <stdio.h>

int main() {
    int a = 5, b = 10;
    printf("Is a less than b? %d\n", a < b); // 1 (true)
    return 0;
}
```

3. Logical Operators

These operators are used to combine multiple conditions.

Operator Description Example

&& Logical AND a && b (true if both a and b are true).

^ Logical XOR a ^ b (true if either a or b is true).

! Logical NOT !a (true if a is false).

Example:

```
#include <stdio.h>

int main() {
    int a = 1, b = 0;
    printf("Logical AND: %d\n", a && b); // 0 (false)
    printf("Logical OR: %d\n", a || b); // 1 (true)
}
```

```
    return 0;
}
```

4. Bitwise Operators

These operators perform bit-level operations.

Operator	Description	Example
&	Bitwise AND	a & b (performs AND on bits).
	Bitwise OR	a b (performs OR on bits).
^	Bitwise XOR	a ^ b (performs XOR on bits).
~	Bitwise Complement	~a (flips bits of a).
<<	Left Shift	a << 2 (shifts bits of a left).
>>	Right Shift	a >> 2 (shifts bits of a right).

5. Assignment Operators

These are used to assign values to variables.

Operator	Description	Example
=	Assignment	a = b (assigns value of b to a).
+=	Add and assign	a += b (equivalent to a = a + b).
-=	Subtract and assign	a -= b (equivalent to a = a - b).
*=	Multiply and assign	a *= b (equivalent to a = a * b).
/=	Divide and assign	a /= b (equivalent to a = a / b).

Example:

```
#include <stdio.h>

int main() {
    int a = 5;
    a += 10; // a = a + 10
    printf("Value of a: %d\n", a); // 15
    return 0;
}
```

6. Increment and Decrement Operators

These are used to increase or decrease the value of a variable by 1.

Operator Description Example

`++` Increment `a++` or `++a`.

`--` Decrement `a--` or `--a`.

Example:

```
#include <stdio.h>

int main() {
    int a = 5;
    printf("Post-increment: %d\n", a++); // 5
    printf("Value of a: %d\n", a);      // 6
    return 0;
}
```

7. Special Operators

- **Conditional (Ternary) Operator:** `condition ? expression1 : expression2`
 - Example: `a > b ? a : b` (returns the greater of a or b).
- **Comma Operator:** `,` (Evaluates multiple expressions, returns the last value).
 - Example: `a = (b = 3, b + 2)` (assigns 5 to a).
- **Sizeof Operator:** `sizeof` (Returns the size of a variable or type).
 - Example: `sizeof(int)`.

Example:

```
#include <stdio.h>

int main() {
    int a = 5, b = 10;
    printf("Greater number: %d\n", a > b ? a : b); // 10
    printf("Size of int: %zu\n", sizeof(int));    // 4 (on most systems)
    return 0;
}
```

