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.
1	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	o 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></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 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
٨	Bitwise XOR	a ^ b (performs XOR on bits).
~	Bitwise Complemer	at ~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

return 0;

}

These are used to assign values to variables.

```
Operator Description
                               Example
                               a = b (assigns value of b to a).
          Assignment
          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
```

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.

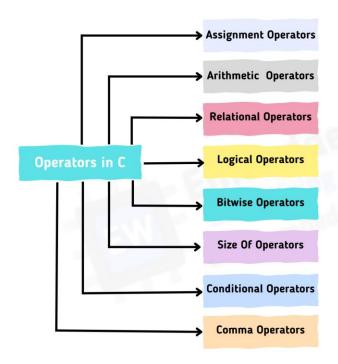
Example:
#include <stdio.h>
int main() {
  int a = 5;
  printf("Post-increment: %d\n", a++); // 5
  printf("Value of a: %d\n", a); // 6
  return 0;
}
```

7. Special Operators

- Conditional (Ternary) Operator: condition ? expression1 : expression2
 - o Example: a > b ? a : b (returns the greater of a or b).
- Comma Operator: , (Evaluates multiple expressions, returns the last value).
 - \circ 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;
}
```



sizeof(datatype/variable)

Condition ? true exp : false exp

.