

Chapter 4: Operators (Java)

1. Arithmetic Operators

These operators are used for basic mathematical calculations.

Operator	Description	Example
+	Addition	<code>a + b</code>
-	Subtraction	<code>a - b</code>
*	Multiplication	<code>a * b</code>
/	Division	<code>a / b</code>
%	Modulus (remainder)	<code>a % b</code>

2. The Modulus Operator

- Returns the remainder of a division.

Example:

```
int result = 10 % 3; // result is 1
```

3. Arithmetic Compound Assignment Operators

Combine arithmetic and assignment in one step.

Operator	Equivalent To
<code>+=</code>	<code>a = a + b</code>
<code>-=</code>	<code>a = a - b</code>
<code>*=</code>	<code>a = a * b</code>
<code>/=</code>	<code>a = a / b</code>
<code>%=</code>	<code>a = a % b</code>

4. Increment and Decrement

- Increment (`++`)**: Adds 1 to the operand.
 - Pre-increment (`++a`): Increment before use.
 - Post-increment (`a++`): Increment after use.
- Decrement (`--`)**: Subtracts 1 from the operand.

- Pre-decrement (`--a`): Decrement before use.
- Post-decrement (`a--`): Decrement after use.

5. The Bitwise Operators

Operate directly on bits of integers.

Operator	Description	Example	Operator	Description	Example	Operator	Description	Example
<code>&</code>	Bitwise AND	<code>a & b</code>	<code> </code>	Bitwise OR	<code>a b</code>	<code>^</code>	Bitwise XOR	<code>a ^ b</code>
<code>~</code>	Bitwise complement	<code>~a</code>	<code><<</code>	Left shift	<code>a << 2</code>	<code>>></code>	Right shift	<code>a >> 2</code>
<code>>>></code>	Unsigned right shift	<code>a >>> 2</code>						

6. Bitwise Logical Operators

- Perform logical operations on bits.

Example:

```
int a = 5; // 0101
int b = 3; // 0011
System.out.println(a & b); // 0001 (1)
```

7. Using Logical Bitwise Operators

- Use `&`, `|`, `^` to combine logical conditions.

Example:

```
if ((a & b) > 0) {
    // Perform action
}
```

8. Shift Operators

- **Left Shift (`<<`)**: Shifts bits to the left, filling with 0s on the right.

Example:

```
int a = 5; // 0000 0101
int result = a << 2; // 0001 0100 (20)
```

- **Right Shift (`>>`)**: Shifts bits to the right, maintaining the sign bit.

Example:

```
int a = -5; // 1111 1011
int result = a >> 2; // 1111 1110 (-2)
```

- **Unsigned Right Shift (`>>>`)**: Shifts bits to the right, filling with 0s.

Example:

```
int a = -5; // 1111 1011
int result = a >>> 2; // 0011 1110 (1073741822)
```

9. Bitwise Operator Compound Assignment

- Combine bitwise and assignment operations.

Operator	Equivalent To	Example
<code>&=</code>	<code>a = a & b</code>	<code>a = a & b</code>
<code> =</code>	<code>a = a b</code>	<code>a = a b</code>
<code>^=</code>	<code>a = a ^ b</code>	<code>a = a ^ b</code>
<code><<=</code>	<code>a = a << b</code>	<code>a = a << b</code>
<code>>>=</code>	<code>a = a >> b</code>	<code>a = a >> b</code>

10. Relational Operators

Compare two values and return a boolean result.

Operator	Description	Example
<code>==</code>	Equal to	<code>a == b</code>
<code>!=</code>	Not equal to	<code>a != b</code>
<code>></code>	Greater than	<code>a > b</code>
<code><</code>	Less than	<code>a < b</code>
<code>>=</code>	Greater or equal	<code>a >= b</code>
<code><=</code>	Less or equal	<code>a <= b</code>

11. Boolean Logical Operators

Operator	Description	Example
<code>&&</code>	Logical AND	<code>a && b</code>
<code> </code>	Logical OR	<code>a b</code>
<code>!</code>	Logical NOT	<code>!a</code>

12. Short Circuit Logical Operators

- `&&` (AND) and `||` (OR) evaluate the second operand only if necessary.

Example:

```
if (a > 5 && b < 10) {
    // Executes if both conditions are true
}
```

13. The Assignment Operators

Operator	Example
<code>=</code>	<code>a = b</code>
<code>+=</code>	<code>a += b</code>
<code>-=</code>	<code>a -= b</code>

14. The Ternary (? :) Operator

- A shorthand for `if-else` conditions.

Syntax:

```
result = (condition) ? value1 : value2;
```

Example:

```
int max = (a > b) ? a : b;
```

15. Operator Precedence

Determines the order in which operators are evaluated.

Operator Type	Operators	Postfix
Unary	<code>expr++</code> <code>expr--</code> <code>++expr</code> <code>--expr</code> <code>+</code> <code>-</code> <code>!</code>	
Multiplicative	<code>*</code> <code>/</code> <code>%</code>	
Additive	<code>+</code> <code>-</code>	
Relational	<code><</code> <code>></code> <code><=</code> <code>>=</code>	
Equality	<code>==</code> <code>!=</code>	
Logical AND	<code>&&</code>	
Logical OR	<code> </code>	
Assignment	<code>=</code> <code>+=</code> <code>-=</code> <code>*=</code> <code>/=</code> <code>%=</code>	

16. Using Parentheses

- Use parentheses to explicitly define the order of evaluation.

Example:

```
int result = (a + b) * c; // Ensures a + b is evaluated first
```

These notes summarize all the key points of Chapter 4.