

Expression

- Operators
- Operands
 - Operators + Operands = Expression

An operator in a programming language is a symbol that to perform specific mathematical, relational or logical operation and produce final result.

Arithmetic Operators

- Addition
- Subtraction
- Division
- mod (%)
- Multiplication
- Floor division (//)
- To the power (**)

These operators allow us to perform arithmetic operations in Python.

Add

```
print(2 + 3)
```

5

```
print(3 + 2.0)
```

5.0

String concatenation: A term for adding of strings

```
print("Rahul" + "Rahul")
```

RahulRahul

Subtract

```
print(5 - 2.0)
```

```
3.0
```

You cant do following operation

print("rahul" - "s")

Multiply

```
print(5 * 2)
```

```
10
```

```
print(3 * 2.0)
```

```
6.0
```

```
print(2.0 * 3.0)
```

```
6.0
```

Multiply a string: String concatenation

```
print("Rahul" * 3)
```

```
RahulRahulRahul
```

*# print("rahul" * "rahul")*

Divide

```
print(3/2)
```

```
1.5
```

```
print(6/2)
```

```
3.0
```

To the power accepts two values base and power

Quiz

```
3 ** 2
```

9

```
print(1.0 + 2)
```

3.0

```
x = 1
```

```
y = -2.0
```

```
print(x - y)
```

3.0

```
x = -4
```

```
y = -8
```

```
print(x * y)
```

32

```
x = 10
```

```
y = 2.5
```

```
print(x / y)
```

4.0

```
print(10 ** -1)
```

0.1

Challenge: If you have 100 chocolates then how many....

Floor

```
5 // 2
```

2

```
-5 // 2
```

-3

Modulus % : It will give remainder

5 % 2

1

6 % 2

0

quiz

print(10 ** -1)

x = 15

y = 3

print(x % y)

0

x = 15

y = 3

print(x // y)

5

Comparison Operators

- == (True if equal)
- != (True if not equal)
- < (Less than) & > (Greater than)
- <= (Less than or equal to) & >= (Greater than or equal to)

Comparison operators can be used to compare values in mathematical terms.

== operator

The output of comparison ops is always bool value

1 == 1

True

```
2 == 5
```

False

```
# != not equal to
```

```
1 != 2
```

True

```
1 != 1
```

False

```
# < and > operator
```

```
2 > 4
```

False

```
4 > 2
```

True

```
# quiz
```

```
print('2' == 2)
```

False

```
print("Rahul" == "luhaR")
```

False

```
print("Rahul" == "Rahul")
```

```
True
```

```
print(2 < 3)
```

```
True
```

```
# <= and >=
```

```
2 <= 3
```

```
True
```

```
2 <= 1
```

```
False
```

```
# Quiz
```

```
print(3 >= 2)
```

```
True
```

```
print(2 >= 3)
```

```
False
```

```
# BEDMAS
```

```
print(10 - 4 * 2 + 5 - 6/2 )
```

```
4.0
```

```
x = 11
```

```
y = 2
```

```
z = 4
```

```
res = (x + y - z) ** (x % z)
```

```
print(res)
```

```
729
```

More type conversion: Typecasting

```
int(2.5)
```

```
2
```

```
int(2.8)
```

```
2
```

```
int("2")
```

```
2
```

int("2.5")

```
float(2)
```

```
2.0
```

```
float("2.5")
```

```
2.5
```

```
int(float("2.5"))
```

```
2
```

you can convert a float into integer

```
str(1)
```

```
'1'
```

```
str(2.5)
```

```
'2.5'
```

```
str(True)
```

```
'True'
```

```
# more on bool
```

```
# quiz
```

```
bool(True)
```

```
True
```

```
bool(False)
```

```
False
```

```
bool(0)
```

```
False
```

```
bool(12)
```

```
True
```

```
bool(0.0)
```

```
False
```

```
bool(2.1)
```

```
True
```

```
bool(-3.3)
```

```
True
```

```
bool("")
```

```
False
```

```
bool(" ")
```

```
True
```

```
print(bool(" "))
```

```
True
```

```
print(bool('false'))
```

```
True
```

```
1 == True
```

```
True
```



```
0 == False
```

```
True
```

```
"Rahul" == 'Rahul'
```

```
True
```

```
b = input()
```

```
False
```

```
type(b)
```

```
str
```

```
bool(b)
```

```
True
```

```
# Doubts
```

```
A = input()
```

```
B = input()
```

```
print(A, "says hi to", B)
```

```
Rahul
```

```
Sanyam
```

```
Rahul says hi to Sanyam
```